

WONDROUS MENAGERIE



UPLIFTS IN CLEMENT SECTOR

CLEMENT SECTOR™



The Wondrous Menagerie: Uplifts in Clement Sector

Author
John Watts

Additional Material by Curtis Rickman

Artists
*Bradley Warnes (Cover, p.10,15,16,19,20,24,31,32,33,34,37,38,39,42,43,44,
45,46, 47,48,49,50,51,53,63, 67,80)*

Editor
Curtis Rickman

Cover Layout
Stephanie McAlea

Playtesters
Wendy Watts, Bradley Warnes, Greg Seaborn, Bonnie Mumpower Dodson, Michael Johnson, Beth Walker, Curtis Rickman, Helge Hudel, Steve Johnson, Alex Smith, Logan Smith, Andy Beard, Vaughn Wright, Matt Kerns, Jeff Hopper, and Alan Mullican

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Ever since the earliest days of genetic manipulation, humanity has been breeding animals to make them more useful tools for humanity. Dogs and cats became domesticated. Horses were made to be larger and stronger. Cows bred to give more milk. Rats have been used in scientific experimentation.

As genetic manipulation grew far beyond breeding animals and became targeted genetic change, animals were still among the first to be altered. Small animals were used in experiments to increase their age limits which led to humans having the increased life spans which are common in modern humans living in Clement Sector. All of the changes which resulted in the many species of Altrants, first started with the careful manipulation of test animals.

As targeted genetic manipulation began to be used in conjunction with body manipulation and cyberware, uplifting animals to not only higher intelligence but also the ability to walk upright and manipulate tools became commonplace. Uplifted animals, while often shunned by some humans and even hated by others, are now common sights within modern Clement Sector.

This book seeks to expand on information currently available on the uplifted animals presented in the **Clement Sector Core Setting Book** as well as introduce some other uplifts as well. While this information could be used for science fiction setting, this book is targeted at our Clement Sector setting. It is highly recommended that those reading the book be familiar with both the **Clement Sector Core Setting Book** and **Clement Sector: The Rules**. In places where this book disagrees with previous publications, assume that this book is correct.

This book will use a convention used in locations of Clement Sector which are friendly to uplifts. In cases where the uplifted version of the animal is used, the word is capitalized. In places where the baseline animals are referenced, the name of the animal is not capitalized.

In addition, there are several places within the book where it would be possible to roll up a character with a stat of less than zero. Please round any such result up to one.

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The History of Uplifts

The first transgenic mouse was created by a scientist in 1974. Although the mouse did not pass this genetic material onto its offspring, this was the first step into a much larger world. Genetically modified mice became a staple of scientific experimentation throughout the past three hundred years continuing in many forms until the present day. These experiments have led to the changes which created a variety of uplifts and altrants as well as the humans one meets in Clement Sector each and every day.

Other animals began to be genetically altered as well. Frogs, mosquitoes, moths, rabbits, sheep, and pigs were all being altered for scientific study by the end of the twentieth century. By the beginning of the twenty-first century, genetically manipulating animals for scientific purposes had spread to other animals such as goats and primates. As the twenty-first century moved along and gave way to the twenty-second, transgenic animals were being created for business and entertainment purposes. Goats were altered to create silk strands, fish were created that would glow in the dark, and cats were made to be hypoallergenic.

In the late 2140s, apes began to be altered in an effort to create additional workers as well as soldiers. These early uplifts were often fitted with primitive mindcomps which, in concert with genetic manipulation, would create soldiers and workers that were stronger than human soldiers. In addition, much like the drones and robots that were being used at the time, uplifted apes were often seen as being expendable. Among the Iranian forces killed at The Battle of Wargentín Crater in 2145 were fifty uplifted Ape soldiers.

These programs were seen to be successful and were followed by the uplift of a number of other animals. Among these were the first uplifts of bears, elephants, and dolphins. While many questioned the ethics of this, most seemed to feel that the animals were little more than tools. Some humans would establish close relationships with the

uplifted animals in their command but most regarded this as little more than the relationship between a pet and its owner. These animals' lives were sometimes seen as being precious to their owners but not as important as the life of a human. While this sort of attitude has disappeared in some regions, it is still possible to find these sorts of prejudices in modern 2340s Clement Sector.

By the early 2200s, most household pets had been altered in one way or another to be more friendly and interactive with their owners. Dogs and cats, long the most popular pets with humans, would be fitted with mindcomps which allowed them greater intellect and the ability to speak. This sometimes created problems for both the animal and humans. After a much publicized murder trial in Montreal in 2221, a Cat was the chief witness in a murder trial, there was great interest but also a certain level of backlash toward uplifted pets. Animals were no longer simply silent witnesses to the activities of humans.

In 2208, when humans first set foot on Hub (Hub 0405) and began to colonize Clement Sector, uplifts were part of that effort. The German exploratory team that first landed had several uplifted Bears in its number. As settlers began to pour through the Conduit, uplifts were part of that initial colonization. While this is a source of pride for many, several historians have noted that the Bears were being used by the team as "test subjects" to avoid injury to the humans. This was neither the first time nor the last that humans would use uplifts as test subjects.

"We've been in orbit around CXG-408c for several hours. Got a lot of people who want to make the trip down to the planet. All of the scans we've made and tests we've performed say that planet is safe. I've put the crew and colonists under orders not to go opening their helmets until we get a team of Apes down there. If the Apes can handle it, then I will consider putting actual people at risk." – James O'Connell, colonization specialist's

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log, United States Sophronius Colonization Team, January 18, 2210.

Unfortunately, uplifts faced some dark days during the early years. For all intents and purposes, uplifts were little more than slaves. While this was not legally sanctioned in most nations and colonies, it was nevertheless allowed and often encouraged by both governments and corporations. One of the most infamous moments in uplift history was the Andedoyin Massacre which took place on Tulrakh (Hub 0603).

The Andedoyin mountain range in the southern hemisphere of Tulrakh was rich in silver. A corporation called Bayaba Mining came to the planet and, with a deal from the local government, began mining the silver. Some of the earliest workers on the mine were Bears and Apes. After it was believed that the silver had been totally extracted from the mine, the company was determined to move to Etxarte (Franklin 0203) to conduct operations. On June 7, 2261, the company decided that it was cheaper to kill the Uplifts rather than pay for them to be transported to the Peel subsector. Bayaba Mining's security team shot the fifteen bears and thirty apes and left them in a mass grave.

When word began to spread about the incident, both the Tulrakhi and Etxartan governments sought indictments against the owners of the company. Authorities on Etxarte arrested the two owners of the company and several members of the security forces. While one of the owners escaped, the other was executed by the Etxartan government. The company ceased operations before the end of the year. The incident is widely remembered by all uplifts and did much to inform the human population of Clement Sector about how uplifts were sometimes treated.

During the 2300 rebellion on Campbell (Cascadia 0408), the uplifted Yeti played a vital role in overthrowing the corporate government of the Burke Group. The yeti are a white ape-like species which mainly walk upright but were not considered to be intelligent life. Seeing an opportunity to create a strong workforce that they could

control, the Burke Group uplifted the Yeti to aid in mining and other jobs considered too dangerous to be undertaken by humans.

Humans were also poorly treated by the Burke Group and, eventually, a revolution against the government began. The Yeti and other uplifts (Apes and Bears mostly) were pivotal to the removal of the government. This rebellion was another important step toward making the human populace of Clement Sector aware of the treatment of uplifts.

Today it is still common for uplifts to be treated as property. It is not unusual for some merchant captains to hold uplifts in the cargo hold as if they were simple animals. While some planetary governments will penalize a captain for doing something like this and it is highly discouraged by The Captain's Guild, it still happens.

Further, there is still a brisk trade in uplift slaves. This is highly illegal on some worlds while others will welcome the incoming forced labor. Uplift slave ships can be brutal places to be. While some of these slave ship captains will provide for the uplifts as if they were animals, some will provide little to no care for their "cargo".

Mutinies have occurred where uplifts have been able to rise up and take control of slave ships. Many believe that the Free Apes of Leonidas (see **Skull and Crossbones: Piracy in Clement Sector**) may have started in this way. The most famous of these mutinies, often called The Asaro Affair, began when a group of uplifted Cats were able to open the cages of a group of uplifted Bears. One of the bears, Kolijah, had been a free Bear who had been a member of a merchant crew working for Diamond Enterprises. The Bears and Cats were able to overcome the crew of the slave ship and take it to Chrseda (Sequoyah 0204) where some of them live today. However, such daring escapes are not the norm.

Uplifts escaping slavery may find themselves under pursuit by a bounty hunter. As with many other planetary crimes, bounty hunters may be called upon to track down and return an uplift slave to his/her owner.

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Punishments are often severe upon the uplift's return to the slave world.

It is also not unknown for pirates to capture uplifts from raids on colonies or ships and then sell them to unscrupulous individuals, corporations, or governments. In a reversal, it is also possible that the uplift's homeworld or employers may send bounty hunters to recover the uplift from slavery. The Cascadia Marshals have been known to do this as have several other agencies as well.

While many uplifts still deal with being considered as property, slaves, or pets, other uplifts live on worlds where they are considered to be sentient persons but still inferior to humans. This is the case on a majority of worlds within Clement Sector and is the experience faced by most uplifts. As with all things in Clement Sector, this will vary from planet to planet. On some worlds, certain uplifts may enjoy equal status with humans while others are still considered property. On other worlds, all uplifts may be considered to be sentient beings but be denied such things as property rights, professional licensing, or the ability to vote. On still other worlds, uplifts may have some of those rights and be segregated in communities to halt or reduce their interactions with humans.

"For millions of years, humans have been the top of the food chain. Now I'm just supposed to act like some Ape can come in here, live in the apartment next to me, and I'm supposed to treat it like a man? <Expletive deleted.> I don't think so. Sure, it might be a useful tool. It might be the smartest damned monkey that ever lived. But it ain't human. It ain't us. I'll be damned if I'm going to treat it like it is." – Drew Warren of Baker, Cascadia, 2321

As many uplifts became sentient, they began to cast off certain aspects of their animal nature. For instance, mating behavior changed in many respects. While much of the usual mating rituals remained the same, in baseline animals the actual act of copulation had been performed in open view. Human laws on most worlds forbid this and

uplifts had to change to comply with these laws and cultural norms. In some cases, this was not always a smooth transition and this was among the many factors which often led to humans insisting on segregated communities. On some worlds, humans simply did not want to interact in any way with what are often euphemistically referred to as "animal noises".

"Uplifts are almost everywhere now. It's just a fact of life so I guess people have to get over it. Me and some of my mates walked into a bar not too long ago. They had a Bear working in there entertaining the uplift patrons. All these years and it is still weird to me. Although this Bear was called "Ursula Majoris" so, at least, someone still had a sense of humor about it." – Dak Elliot, engineering hand on the Egata Mining vessel Golden Calf

In places where uplifts are treated as equals, many uplifts will attempt to fit in with the human society in which they have become a part. Most will attempt to dress in similar clothes, use the same languages, become involved in civic matters, and become members of a local religion. These situations often allay the fears of humans but some uplifts can feel stifled with joining human society and, instead, prefer to stay within their own communities.

As with humans, religion is often a large part of an uplift's life. While, as with humans and altrants, there are those who are not religious at all, the majority of uplifts are believers in one religion or another. Uplifts may be devout members of a religion, dabblers in the faith, traditionalists who feel joining in is the best way to maintain the culture, or those who deny the need for religion at all. In short, religion among uplifts is quite similar to that seen among humans and altrants.

It has been found that some uplifts do seem to prefer certain existing human religions. In particular, Apes tend to embrace Christianity and the Reformed Catholic Church is by far the most popular among the average Ape. Bears seem to be enamored

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with nature-based religion such as that exhibited by the Native American culture which is common on Sequoyah and other worlds in that subsector. Lions and Tigers have a tendency toward Protestant Christianity, Judaism, and Islam. Dolphins seem to lean toward Buddhism while Bovians have, in large numbers, have started to follow Hinduism.

Many Dolphins have begun to embrace a way of life called The Remembrance of the Sea. There is no deity involved in the belief system but rather a set of teachings which seem to seek to rein in some of the natural hedonism which is seen among Dolphins and their culture. The tenets of the religion state that Dolphins are at their best when they work together, avoid humans and other uplifts, and help other Dolphins to leave behind their baser instincts. The first Dolphin to come forward with these teachings, Dikitikiki, is not worshipped by the followers of The Remembrance but is revered as the Dolphin which brought forth this way of thinking. This faith is most often seen among members of and sympathizers with the Dolphin Equality Front.

Many of the Apes which have settled in the Franklin Subsector have begun to follow a form of religion known simply as The Law. The Law was originally written by an Ape called Goliath. Goliath's Law simply states that Apes should do their best to not injure or kill another Ape, that humans and other uplifts should be respected, and then provides a general code of societal conduct (mating must be done in private, a ban of theft, etc.).

While these two religions seem to support further segregation between humans and uplifts, other new uplift religions seek to embrace humans. For instance, among several uplifts in Hub and Cascadia Subsectors, there is The Wind of Beauty. The Wind of Beauty teaches that humans, uplifts, altrants, artificial intelligences, and any alien life yet undiscovered are all part of the Wind of Beauty. As everyone feels a breeze in the same way, so should everyone face the troubles of life.

"The wind moves through the trees, across a wall, through your fur, over a human's face, and then away to the sea. While we all reacted to the wind in a different way, the wind itself was the same. Life's troubles are like that. We will all react differently but we all face the same problems." – Arthur, City of Baxter, Chriseda, 2333

Types of Uplifts

"Why would I want a cat that can talk? I have enough complainers in my life." – Virginia Godwin, United States, 2223.

Often animals would be used in concert with or in place of drones and other surveillance. Rats, mice, squirrels, and several species of bird would be fitted with equipment that monitored who came and went from a given area which needed to be secured. Guard dogs would be equipped with cameras to show who the person was that they had attacked or scared away from the property. With the addition of increased intelligence, these animals could make decisions as to what might or might not be a threat to the location they were guarding.

These first uplifts were what we would today refer to as "standard uplifts" or Class 1 uplifts. These animals, while having a few genetic modifications and an installed mindcomp, would have increased reasoning capabilities and the ability to speak. Their bodies were rarely modified at all. Dolphins were often given manipulating arms but the average ape, bear, dog, or cat that had been uplifted would receive little in the way of body alteration.

Class 2 uplifts, or "deluxe uplifts" as they are sometimes called, began to appear in the 2260s. These uplifts not only receive genetic modifications and cyberware to make them more intelligent and able to speak but they are also given physical modifications to make them more human. These alterations

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include changes to facial structure, hand structure, and changes to the way the uplift walks and talks. While most Class 1 uplifts are only able to speak through a vocal system provided by the installed mindcomp, Class 2 uplifts often have modified vocal cords to allow for a range of human speech.

Uplift Class	Tech Level
Class 1	TL11
Class 2	TL12
Class 3	TL13

Class 2 uplifts are only possible at TL12. These sorts of changes are only possible with medium-sized animals such as apes, bears, and yeti. Smaller animals such as cats and larger animals such as elephants are unable to receive the benefits of a Class 2 uplift due to the difficulties involved in changing their bodies to match.

It is believed that higher technology may allow for these larger and smaller animals to be uplifted. Some believe that such changes are well on the way and point to the uplift of the Kraken from Minerva (Franklin 0401). These amphibious animals were given extensive modifications by the Minervan government. The creatures are naturally long and sleek with tentacles near their head and long leg-like appendages.

When uplifted, the Kraken retain the tentacles near their head but are not only given legs but also arms with usable, human-like hands. Many point to the Kraken as being the first of the Class 3 uplifts.

Despite uplifts being commonplace on many worlds since the early 2200s, uplifts still face a great deal of prejudice. While there are many worlds in Clement Sector which view uplifts as being equal with humans and there are also many worlds where uplifts are seen as being far less than equals. Many people simply cannot see uplifts as being beyond their animal origins. At best, on these worlds, uplifts are the butts of jokes while, at worst, they may be treated as little more than a useful tool to be discarded when it is no longer effective.

"Caesar, my young Chimpanzee, has been indispensable to my daily life. He follows me, takes notes, remembers my schedule, and carries my luggage. I've never had such talented help. Having it with me has kept me from ever needing to hire a person, purchase a robot, or have one of those terribly frightening computers placed into my head. How unfashionable!" – taken from the personal correspondence of Jack Dreyfuss, executive vice president of Egata Mining, March 5, 2312

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Uplifts in Hub Subsector

Hub is the home of the oldest human settlements in Clement Sector. What is often overlooked is that the crew of the German exploration ship *Alfred Wegener* had among its number five uplifted bears. These bears were among the first explorers to land on the planet. From the earliest days of Clement Sector, uplifts have been on the scene and an active part of that history.

On Totaro (Hub 0104), uplifts are allowed to own property and vote for their representatives. However, Totaran law holds a provision which states that uplifts are not to be considered as equals with humans and there are no protections within Totaran law which keep uplifts from being discriminated against.

Kingston (Hub 0106) has strict laws against the uplift of animals. The Caxtonists considered the practice to be an abomination and feel that uplifted animals are just an example of the sort of decadence which should be removed from Clement Sector. Caxtonist terrorists have been known to strike at uplift communities on nearby worlds. Uplifted animals are banned from the system and it is highly recommended that uplifts visiting the Kingston system attempt to remain hidden.

"Ian Caxton, our Great Prophet, warned us in The Book of New Revelation of the evils of treating animals as humans. It is a perversion best to be avoided. Animals are not humans and should never be equals with mankind. It is an abomination which will be punished by Tralixi and the Holy Father" – Calvin Richmond, Head of the Caxtonist Church on Kingston

While there are no laws against uplifts on Viteges (Hub 0207), most uplifts do not feel welcome there. The locals do not welcome uplifts and will actively shun those that do visit the planet. If asked, most Vitegans will reply that they are protecting the limited resources on the world and that those supplies should be saved for humans.

On the other hand, Sheba (Hub 0209) welcomes uplifts provided that they swear allegiance to the Sheba family just as humans on the world must. Sheban law holds no difference between humans and uplifts provided that the uplift remains loyal to the Sheba family.

Humans on Reuschle (Hub 0305) have a tendency to think of uplifted animals as being unable to be conversant on the important issues facing the world's government. As this is an important social trait on Reuschle, this often leads to discrimination and bigotry towards uplifts. However, there are no laws which state that an uplift should be treated any differently than a human under the law.

Hottinger (Hub 0401) welcomes uplifts to their world. Most Hottingites see uplifts as fellow repressed workers and that they should join the world's population in order to improve the society.

While there is not a large uplift community on Wilhelmveldt (Hub 0403), this is not because the government or the people have not welcomed them. Some uplifts have settled here but many find the rigidity of Veldtian life unattractive. Many have reported subtle racism toward uplifts but others dismiss this as misunderstanding of the world's culture.

Hub (Hub 0405), the capital of the Hub Federation and the oldest settlement in Clement Sector, has a long history of equal treatment for uplifts. As noted above, some of the first settlers on Hub were uplifted bears. Some of the descendants of those bears live in the city of Quinn which has a thriving uplift community.

Wellington (Hub 0406) also has a long track record of supporting uplift communities and giving uplifts equal treatment under the law. The largest uplift community is in the city of McIlwaine which hosts a mixed community of uplifted bears and apes.

Like most of the humans on Sophronius (Hub 0408), much of the uplift population on the planet is divided by war.

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Before the war, uplifts were treated well by both the legal system and the average citizen of Sophronius. While it is true that uplifts are treated as well as humans on this world, it is also true that the war kills without favoritism.

While visiting uplifts to Sigewif (Hub 0505) are usually treated fairly, there are no uplifts living permanently on Sigewif. Some Sigewif citizens will still view uplifts with no small amount of awe.

Uplifts are seen as much less than human on Erlik (Hub 0509) and the laws reflect this. Uplifts on Erlik are seen as property of the human which accompanies them. Those uplifts which are traveling without a human companion may find themselves arrested or deported simply for being an unescorted animal.

The previous dictator on Tulrakh (Hub 0603) used uplifted apes as his security force. When Diabate took power, uplifts were deported from the system and they remain unwanted to this day. Both the current government and the vast majority of the citizens of the planet associate uplifts with the excesses of the previous regime. Uplifts are advised not to leave their ship when on Tulrakh.

Land based uplifts are welcomed on Ararat (Hub 0608) though there are few uplifts that choose to live here. While it has

been rumored that a group of uplifted dolphins had chosen to settle in the vast ocean but then left due to a "strange sound" which assaulted them on a regular basis. Most have dismissed this as a fairy tale which is associated with the widespread fear of the ocean that is part of the Aratian culture.

There is a consensus on Nasnas (Hub 0609) that uplifts are, by nature, unsafe. As safety is a central theme of the local culture, this often leads to discrimination against uplifts by the locals. Uplifts are advised to use caution when visiting here.

Uplifts have only limited rights on Maximon (Hub 0702). While uplifts can operate vehicles and own property, they are prohibited from voting, getting married, and entering into a contract without a human signing the contract as a guarantor.

On the bridge world of Kohlsch (Hub 0706), uplifts are welcomed as visitors and citizens. Uplifts are given the same legal protections and privileges as humans.

On Hotei (Hub 0710), uplifts are allowed to own property and vote for their representatives. However, local law states that uplifts are not to be regarded as equal with humans for any reason. In most legal disputes or considerations, uplifts are to be considered to less than human.

Uplifts in Cascadia Subsector

The Musonda regime of Megara (Cascadia 0103) has strictly outlawed uplifts on the planet. While uplift visitors are allowed to be present on the ports, the government absolutely refuses to grant visas to uplifts. Megarans tend to view visitors with a wary eye and this is doubly so with uplifts. Even in the port areas, uplifts will find that most Megarans will view them with fear, contempt, or both.

The Raymond government of Nyahururu (Cascadia 0104) shares these sentiments. While uplifts are allowed to enter the ports, uplifts will not be granted access to visit other locations on the planet. As there is no visa system on Nyahururu, enforcement of these rules against uplifts is usually carried out by law enforcement outside the port. It is highly recommended that uplifts do not attempt to go outside the port areas. Although uplifts are granted access to the ports, they will often encounter racism and bigotry towards them from locals employed at the port.

Fairfax (Cascadia 0105) welcomes uplifts as they do most visitors. There are several uplift communities on Fairfax with the largest being an Ape community in Anandale and a Tiger community in McCandless. Uplifts on Fairfax are treated as equals to humans and bigotry against uplifts is rare.

Those on Monroe (Cascadia 0107) have a reputation for being somewhat xenophobic and their attitude towards uplifts is no exception. While the Monroe System Navy does use uplifts extensively in their navy, they have created these uplifts themselves. They do not welcome the arrival of new uplifts any more than they welcome the arrival of new humans. Uplifts visiting Monroe will find it difficult to gain an entrance visa but it is possible to obtain one. However, the usual Monrovia distrust for offworlders also applies to uplifts and perhaps doubly so.

Catalunya (Cascadia 0202) regards uplifts to equal with humans in most respects. Generally speaking, most Catalans welcome uplifts as they do other human visitors.

Uplifts will find that the legal system of the Catalan government treats them as fairly as it does humans who live here. There is a thriving Dolphin community in the city of Girona.

Uplifts will also find that they are welcome on Roskilde (Cascadia 0205). Most Roskildans believe that uplifts are simply another form of life blessed by The Spirit of the Universe. Recent Enlightened Ones have upheld this belief in their laws and most believe that the new Enlightened One will continue this practice. While there are uplifts scattered among the populace of Roskilde, there are no large uplift communities on the planet.

Hendershot and Gutierrez (Cascadia 0208) also view uplifts as being worthy of equal treatment as are humans. Some would say that uplifts do have a more difficult time gaining visas and that the open attitude to uplifts is merely a façade. Others have disputed this but most agree that the truth lies somewhere in the center.

The Slaren Brewing Company of Slaren (Cascadia 0307) has a long history of hiring uplifts and treating them fairly. The company employs several species of uplifts in various departments. As with humans, uplifts are only allowed to go outside the ports if they are an SBC employee.

The Calderon government on Gagnon (Cascadia 0308) requires that both humans and uplifts obtain visas to enter a location other than the highport. Many have noted that it seems to be more difficult for uplifts to obtain visas than humans though others have stated that gaining any sort of visa from the Calderon regime is challenging. Uplifts are allowed on Gagnon but uplifts must be in the company of a human and be “sponsored” by a human to obtain a job. Pay rates, if any pay is offered to an uplift, are usually 40% of that offered to a human.

Chance (Cascadia 0405) is a world whose sole source of income is catering to visitors. CHL, the corporation which runs the government, does not discriminate against

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uplifts and there are no laws restricting them. Uplifts will receive the same treatment under the law as humans on Chance and visitors to the planet will find that bigotry against uplifts is rare among Chance's citizenry. However, with a wide variety of visitors from other worlds, it is possible that uplifts may encounter racist attitudes.

Campbell (Cascadia 0408) is the homeworld of the Yeti, an apelike creature which was uplifted by the Burck Group. The Yeti were uplifted to act as slaves for the corporation which once ruled this world. Following the 2300 revolution, the Yeti were freed from their servitude and have become active members of the Campbell community. While most uplifts on Campbell are Yeti, there are small numbers of other uplifts on the planet as well. Uplifts are given the same rights on Campbell as humans.

The Grand Duke of Kyiv (Cascadia 0503) feels that uplifts are unnatural. He has ordered the government to refuse all visas to uplifts and any uplift found on the world is to be deported. Sadly, in practice, this often means that the uplift is killed by law enforcement. It is highly recommended that uplifts do not visit Kyiv or to remain inside their ship at all times.

"I do not have anything against an uplift. It is not their fault that some human came along and decided to try to make it a person. It is the people who are creating these creatures that should be punished." – Victor Parubly, resident of Shevchenko, Kyiv (Cascadia 0503)

Most on Dimme (Cascadia 0605) would agree with the Grand Duke of Kyiv's assessment. As with altrants and those with cyberware, uplifts are not considered by Dimmeans to be "proper humans". While there are no laws preventing uplifts from coming to Dimme, visiting uplifts are warned that racism is rampant on the planet. Uplifts will be treated differently than baseline humans by everyone from law enforcement to the average shopkeeper.

The government of Joseon (Cascadia 0610) considers uplifts to be tools much like a

robot or vehicle. Those uplifts which live on the planet, and they are few, are considered to be the property of their owner. Visiting uplifts must be in the company of a human and must apply for a special visa from The Ministry of Trade and Customs.

The Specialists, the group which rules Antryl (Cascadia 0704), do not consider uplifts to be an effective part of their plan to create a perfect and healthy society. Uplifts are forbidden to obtain a visa and leave the ports.

Cascadia (Cascadia 0705) often touts its dedication to equal rights and fair treatment under the law. This is often the reality but not always. There have been several recent incidents of violence against uplifts and one of the four major parties in the Cascadian Congress, the Jurgens Party, has recently advocated for greater control of the uplift population on the planet. While the majority of citizens disagree with this stand, it would seem that the number of those who agree with the Jurgens Party may be increasing.

The mines of Tlix (Cascadia 0706) were mined by uplifted Apes and Bears as well as humans. As work in the mines declined, the uplifts moved to other employment. The people of Tlix still see these uplifts as their former coworkers and friends.

The Egata Mining Corporation does not have a great record when considering their relationship with uplifts. They have, in the past, used Apes and Bears, as slave labor in mines throughout the sector. These practices have declined but still happen in many work areas owned by Egata. On mining colonies where uplifts are paid a wage, this wage is often far less than that of a human doing the same job. Marlowe (Cascadia 0708) is Egata's headquarters and the company has attempted to improve relations with uplifts here first. Despite these efforts, uplifts often face an uphill battle with the corporation.

The Technical Alliance of Talca (Cascadia 0709) believes that scientific advancement is the one thing which will always improve the lives of humans. As part

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of this belief, uplifts, altrants, and robots are commonplace on Talca. However, all of those things are seen as property of the human citizens of the planet. Uplifts on Talca are often seen as simply smarter pets and an organic alternative to robotics.

Emperor Jeffery Myaing of Yangon (Cascadia 0808) has often stated publically

that “altrants and uplifts make the best slaves”. He has several Apes and Bears in his service. Uplifts are considered to be slaves and lesser beings below that of altrants and even robots.



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Uplifts in Franklin Subsector

The government and people of Chennai (Franklin 0101) believe in the equality of all living creatures and that non-violence is almost always the answer. As such, uplifts are regarded as equals to humans. However, uplifts, like all visitors, are expected to maintain a vegetarian diet while on Chennai.

Uplifts are not prohibited on Hiallt (Franklin 0102) but visas to visit the areas outside the main downport are rarely granted to those uplifts which are not working directly for the Hialltian government. Those uplifts which do live on the planet are often owned by Duke Kinrys. Uplifts are seen as property on Hiallt and, even in the main downport, the average Hialltian will often assume that an uplift belongs to a nearby human.

Queen Luana the First of Tal'Kalares (Franklin 0105) and her government see uplifts as equals with humans in most legal matters. Bigotry against uplifts by locals is rare and is usually treated with distaste when seen.

Tal'Kalares is also the home of the Quetzals (see p.49), a species of large reptilian raptors which have been uplifted by the Tal'Kalarans. Quetzals are treated as equals under Tal'Kalaran law and are often seen working in various fields for the local government.

Uplifts on Vasynov (Franklin 0106) are allowed to own property, operate machinery, and to vote. However, they are restricted from becoming a Controller, may not marry, and must obtain special permission to carry a weapon.

Harlan Grant, the "Brother Leader" of Serapis (Franklin 0108), owns several uplifted Bears and Apes which he refers to as his "curiosities". These uplifts were brought by slave dealers after Grant took power and have been used as labor and entertainment by the dictator. Uplifts will not be granted travel permits and must remain in the port areas.

General Cochrane, the dictator of Atargatis (Franklin 0109), had several trusted

colleagues within the military which were uplifted Bears. As such, the general has two Bears on his advisory staff. Uplifts are treated equally to humans under Atargatan law.

Much like General Cochrane, King Juan Zuloaga of Etxarte (Franklin 0203) had an excellent working relationship with uplifts before his rise to power. The King has several Apes and Bears in his security services and he often remarks that they were instrumental in his rise to power. Uplifts have the same, if limited, rights and privileges as human citizens of Etxarte.

The Eran government (Franklin 0304) does not restrict uplift visitors to the historically based world. However, they do not allow uplifts to live on the planet as this is viewed to be too anachronistic by the Chronocouncil.

Prime Justice Kilpatrick of Moffett (Franklin 0307) has distaste for uplifts. It is unclear why Kilpatrick has this dislike for uplifts but he has often used them as examples of what is wrong with other worlds. The local government often distributes propaganda which states that uplifts are a "danger to the floating cities" and fosters the belief that uplifts are irresponsible.

Travel permits to visit any city other than the orbital port of Eagleton will not be granted to uplifts. Uplifts are advised that they will face widespread bigotry among the locals living in the orbital city.

Karnataka (Franklin 0310) has an open attitude toward most things and uplifts are no different. Most on Karnataka will regard uplifts as being just another person. However, with the widespread vegetarianism on the planet, those eating meat (whether human or uplift) may find themselves quickly distrusted.

Minerva (Franklin 0401) is the home of the Kraken (see p.45), a species of amphibians which have been uplifted. Uplifts and altrants are considered to be less than full citizens of Minerva. Uplifts will find themselves treated more as pets or tools than

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citizens of the planet. Despite being native to this world, Kraken are no exception. Indeed, the average uplift from another world may find a warmer reception than an uplifted Kraken who makes his or her home on Minerva.

However, slavery is illegal on Minerva by decree of the dictator. The previous government allowed each city-state to decide if slavery was legal or illegal and the city of Waller was a proslavery city-state. When Wofford began to marshal his forces against the previous government, he gained a great deal of support from the uplifted Kraken. However, the Kraken support for Wofford has not yet led to greater acceptance for the uplifts nor are they treated equally to humans.

On Sigyn (Franklin 0408), uplifts are usually treated well by the citizenry. The average Sigian believes that other people's lives are not his/her business. This tends to allow for a certain acceptance of uplifts which, while not always warm, is equal to the treatment of humans within the culture. There is a large community of Dolphins which live on Sigyn.

The Reformed Catholic Church, which is the official religion of Franklin (Franklin 0506) calls for the equal treatment of all of God's sentient creatures. For this reason, uplifts are considered to be equals under Frankonian law and the majority of believers will treat uplifts as they would other humans.

The Blaylock Mining Corporation, whose headquarters is the world of Cybele (Franklin 0508) is well-known for treating their employees poorly and their executives well. This extends from humans to uplifts and most would agree that not only does BMC tend to treat the uplifts like slaves but also that the company tends to treat human workers with equal disdain. However, in truth, BMC does pay their workers well even if they do not always properly maintain safety standards.

Unfortunately for uplift employees, BMC managers generally treat them as less than human. If BMC is going to send a group into a dangerous location, they will often send uplifts into the situation ahead of humans.

The Cuig Deag of Dagda (Franklin 0602) allows for uplifts to visit the planet but

they do not allow for them to live here. Most Dagdans feel that humans should be part of their collective and that uplifts should not be considered to be equal with humans. Dagdans are often friendly to uplifts that they meet in the Highport but would not want the uplift to visit the surface.

Uplifts are unwelcome on Mictlan (Franklin 0604). While there is no requirement for a travel permit for visitors to leave the main downport, uplifts will find that the Mictlani dislike for "odd scents" and "animal scents" will extend to uplifts visiting their city. While there will be no legal action against visiting uplifts, uplifts should expect widespread bigotry against them among the populace.

Nyx (Franklin 0610), another planet of enclosed cities, takes a very different attitude toward uplifts. Nyxians welcome uplifts with open arms and are as friendly toward uplifts as they are well-known for being toward humans.

Avicenna (Franklin 0704) requires all visitors to obtain a travel permit to leave the ports. In general, the Bureau of Immigration has been noted to be slower in granting permits to uplifts than to humans. Uplifts are otherwise welcome to visit the rest of the planet but are discouraged from living there. Many Avicennans will treat uplifts as they would baseline animals which many uplifts find to be offensive.

The people of Nolan (Franklin 0805) are, generally speaking, bigoted against uplifts. As travel permits are not required, the local government will not prohibit uplifts from visiting the planet. However, most humans on the planet are opposed to uplifts and will often treat them poorly. This will commonly involve violence directed at the uplift. Many Nolandians feel that uplifts will take their jobs and, for that reason, desire to keep uplifts off their planet. Those uplifts which do attempt to stay on Nolan will find that they are not granted the same rights as humans. Uplifts are not allowed to own property or vote for electors.

While each of the city-states of Bastiat (Franklin 0807) are allowed to have their own laws, all of the city-states have laws

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protecting the rights of uplifts as well as humans and altrants. Uplifts are treated fairly and equally by all of the city-states and the majority of citizens on the planet.

Empress Hitje of Forseti (Franklin 0810) refuses to allow uplifts on the planet and humans often have a difficult time visiting the world. Please note that while many

worlds allow for a relaxation of some laws within the starports to facilitate visitation and trade, Forseti is not one of those worlds. The Empress demands that all visitors, even to the ports, have obtained travel permits. Uplifts will not be granted a permit.



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Uplifts in Sequoyah Subsector

President O'Leary of Bowemiwak (Sequoyah 0103) has made it clear that uplifts are to be treated as equal to humans under Bowemian law. While there are some instances of bigotry toward uplifts on the planet, these are few and far between. A group of uplifted Lions have settled in the city of Nelson where they have been welcomed by the humans of the city.

The equality culture on Chrseda (Sequoyah 0204) makes the world an ideal location for uplifts to settle and many have done so. There is a Dolphin community in Bolton, an Ape community in Russell, and a Tiger community in Brumby.

The government of Tukaroi (Sequoyah 0207) is not nearly so welcoming. Uplifts are not allowed to live on Tukaroi and are not allowed to visit anywhere except the downport. While human visitors can visit locations outside the port, they must obtain a permit to do so. While uplifts are allowed to apply for a permit, not one request has been granted.

Each nido on Fiume (Sequoyah 0304) is permitted to create its own laws. Uplifts visiting the world will find that most Fiumans are dedicated to the belief of equality of all humans. Though most extend this belief to uplifts, some do not.

On Boone (Sequoyah 0305), uplifts are often treated as second-class citizens. Uplifts are not allowed to vote and will not be granted a weapons permit. Uplifts will find discrimination against them to be common on Boone. Nonetheless, there are several communities of uplifts which live on the planet. There is a sizable community of Dolphins that live off the coast near the city of Avery, a Bear community in Pisgah, and an Ape community in Watson. Uplifts will not always stay near their communities and may be encountered anywhere on the planet.

While there have been few uplifts which have chosen to live on Amadioha (Sequoyah 0402), this has changed with the construction of new mines by Blaylock Mining Corporation. BMC has brought in several

hundred uplifts, mostly Bears and Apes, to assist in mining efforts. Locals are somewhat wary of the newcomers but discrimination against uplifts is no more prevalent than with other offworlders.

Uplifts are not permitted to have a permanent residence on Gansagi (Sequoyah 0404). Those who stay longer than a standard year will be deported by the Fern government. In general, locals treat uplifts like any other "passer": with an outward friendliness which masks their distaste.

Bridges Unlimited, which runs Selu (Sequoyah 0405), does not discriminate against uplifts, altrants, or other humans. The company welcomes customers of all kinds to Selu Station and with open arms.

Uplifts, much like humans, must gain permission from the royal family to live on Dukagjin (Sequoyah 0407). Currently, the only uplifts which live in Gjakova Station are ten Bears which are members of the royal guard.

Torarentsacorsus (Sequoyah 0509) welcomes uplifts and has a number of communities across the planet. There is a large group of uplifts of all kinds which live in the city of Frazier. While most uplifts tend to stay within areas populated by similar uplifts (Bears with Bears, Apes with Apes, etc.), this is not the case in Frazier where several different types of uplifts live in harmony.

Though they are still considered a bit of an oddity, uplifts are also welcomed on Galawdewos (Sequoyah 0605). While there has never been a law against uplifts living on Galawdewos, few have ever decided to do so. This is slowly changing as more uplifts are beginning to realize how open and friendly the locals are to them. Most on Galawdewos are accepting of uplifts but will tend to view them as somewhat of an oddity.

Sequoyah (Sequoyah 0605) has a welcoming attitude toward uplifts. Uplifts are given all the rights and privileges afforded to humans by the Guwisguwi government. In particular, there is a large community of uplifted Bears on the planet. Most of these

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live in and around the city of Gadusi but the Bears can be found in most of the major cities on the planet.

There are very few uplifts living on Fimbulvetr (Sequoyah 0606). However, there are no laws against them or widespread discrimination. Uplifts are free to come and go as are humans.

The same cannot be said about Thorpe (Sequoyah 0708). While there are no laws restricting uplifts, those visiting the planet will find that visas for uplifts are slow to be processed. While there a few uplifts living on Thorpe, most find that many humans living on Thorpe do not believe that they should be considered to be equals.

On Catoosa (Sequoyah 0709), the legacy of the uplift security forces from the rebellion against Tisdale Mining and Moreno Metals is still fresh in the minds of most residents. When Gideon Shaw, now the dictator, took power and fought off the corporations, he did so with the power of the uplifted Apes which served under him as security forces. Apes are treated like honored guests on Catoosa even if they are new arrivals and had no involvement with the rebellion.

As a mining colony, Tamaqua (Sequoyah 0710) has a large number of uplifts on the planet which had been used as workers in dangerous areas. Many of these uplifts are still on the planet and continue to be used in the mining industry. Uplifts have recently been given the right to vote in Tamaquan elections and, while many continue to see uplifts as less than humans,

some have gained a respect for the uplifts and have accepted them as equals.

The small population of Penn (Sequoyah 0801) does not include any uplifts. However, uplifts are not prohibited and are as welcome as any other offworlder.

Uplifts were among the workers employed by Budrani Industries on their colony of Kosi (Sequoyah 0802). During the Sengupta-led revolution against the company, uplifts were on both sides of the war. Today, there are uplifts within the Sengupta regime as well as among the repressed populace. While it can be said that uplifts are treated as equal with humans, on Kosi that is often not much of a distinction.

As many uplifts are equipped with mindcomps to further their intellect, uplifts are often shunned on Harrison (Sequoyah 0805). Most Harrisonites will profess to having no distrust of uplifts but rather a fear of what the Caxtonists might do with him. There is a general fear among those on Harrison that innocent uplifts may be used by the Caxtonists to attack targets on the planet.

"It would be crazy to suggest that all uplifts are Caxtonist spies or terrorists. However, the possibility exists that the mindcomp of an uplift could be used as a weapon without the uplift even knowing that it was being used as one. We'd be crazy to start letting them onto to our planet without an extensive vetting system and that costs money. It is just far easier to not allow uplifts and that is what I recommend." – Arthur Perry, Harrison System Police, May 6, 2341

Uplifts in The Colonies

Dashwood (Dade 0401) allows uplifts to live on the planet but most are treated as secondary in importance to humans. Uplifts, while not slaves on Dashwood, are often relegated to menial jobs and are not allowed to vote or own property.

The Bulder family which rules Arnemuiden (Dade 0402) has forbidden uplifts from living in the colony's main city of Tingen. There are, however, rumors of Dolphin communities living in the planet's vast oceans and out of the reach of the Bulders and their police force.

There were no uplifts among those who settled Osiris (Dade 0603). Therefore, like all who choose to move to Osiris, they must start at the bottom of the social ladder and attempt to ascend. While there are reports of Osirans choosing to not sell property to uplifts, most uplifts will find that the Osiran social order applies to them in the same ways that it applies to humans.

The Dade Development Corporation (DDC) has no restrictions on uplifts living or working on Dade (Dade 0704). Uplifts which have visited the world report having no trouble with discrimination or bigotry.

There are uplifts among the people of Sarawak (Dade 0707) and those who do live there are accorded the same rights as the humans which live there. However, Sarawakians avoid outsiders and uplifts visiting Sarawak will find the same sort of prejudices as human offworlders.

The Kinkaid government on Brunson (Superior 0508) believes that uplifts have just as much right to live in the Promised Land as any human. Uplifts are simply part of God's plan for Clement Sector.

On Superior (Superior 0509), uplifts are considered to be inferiors, the lowest rank in Superior society. The Chowla government strictly refuses entry to uplifts and, if pressed, the Superior government will use violence to prevent an uplift's entry to the planet. Uplifts are highly advised to avoid attempting to land on the planet or visiting the ports.

Bridges Unlimited, which runs Tuplolev (Superior 0710), does not discriminate against uplifts, altrants, or other humans. The company welcomes customers of all kinds to Tuplolev Station and with open arms.

Laylans believe that uplifts are to be treated as equals to humans. As they are with other humans which intend to visit or live on Laylah (Peel 0204), the Laylans can be distrustful of offworlders. However, uplifts, as humans, can become trusted members of the society with time. There is a small Tiger community which lives in Eleusis.

The government and citizenry of New Perth (Peel 0208) are also quite accepting of uplifts. There were a small number of uplifted Kangaroos which accompanied the colonists to New Perth and their descendants still live in the city of Wangara. There is also a small community of uplifted Bears which live in the city of Jandakot.

Uplifts will find themselves unwelcome on Peel (Peel 0408). There were no uplifts among the original settlers and the Hawkins government refuses to allow uplifts entry to the world. Uplifts are advised to avoid visiting Peel.

The Technical Coalition on Neachdain (Peel 0410) does not believe that uplifts are part of their utopia. Uplifts will not be allowed to live on the planet. While it is rare for the Coalition to grant a visa to anyone, it is even more unusual for one to be granted to an uplift.

Currently there are no uplifts living on Alverca (Peel 0509). However, this is not due to any action by the Alvercan government. There were no uplifts among the planet's original colonists and offworlders are allowed to immigrate to the world sparingly. So far, no uplifts have applied to live there. The Alvercan government does require uplifts to obtain a visa to visit the planet as they do humans from offworld. There have been no reports of uplifts receiving less friendly treatment in the visa process than humans.

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The Savard government of Rocroi (Peel 0607) is accepting of uplifts. Jean-Marc Savard, the ruler of the world, was once an activist for the equal rights of uplifts and has not wavered in those beliefs. While few uplifts have immigrated to Rocroi, those uplifts which have visited the world have reported no instances of bigotry.

Uplifts will find that the people of Ariel (Peel 0608) are a welcoming group. Uplifts are treated as equals to humans both in the attitude of the average human as well as in the laws of the planet's government. Many Kraken have settled on the planet and most live in the city of Virtue. There are also several large communities of uplifted Cats (class 1) living on the planet.

The Lawson family on Dawn (Dawn 0106) is also accepting of uplifts. The government recently gave permission to a group of uplifted Dolphins to take residence in

the ocean off the coast near the city of Lawson. It is expected that the community will thrive here.

While there are no legal restrictions against uplifts on Argos Prime (Dawn 0205), visiting uplifts may find that the population is somewhat less than accepting. There is a strong "humans first" movement among the populace of the planet and it is believed that the High Commissioner is a member of this movement.

The tiny population of Tranquility (Dawn 0206) includes only one uplifted Ape. Visiting uplifts are welcomed on the station as are most humans and altrants.

The Corsini government on Bicocca (Dawn 0404) welcomes anyone who wishes to become part of their colony. Uplifts are no exception to this though it appears that few have accepted this invitation. Visiting uplifts should have no problem on Bicocca.



Class 1 Uplifts

Class 1 uplifts often show little physical difference between the unaltered animal and the uplifted version. The Class 1 versions often have a few alterations to their body but could easily be mistaken for a standard animal. These modifications are often done to allow the uplift to have a greater control with their hands. Most Class 1 uplifts have an installed mindcomp which increases their intelligence and memory as well as giving them the ability to communicate through speakers or by alterations of the vocal cords.

Also included in Class 1 uplifts are the many smaller creatures which have been modified for specific tasks. Several species of birds, mice, squirrels and so on have had cyberware added to them to perform tasks such as reconnaissance and security. While these altered creatures are, strictly speaking, Class 1 uplifts, they have not become intelligent enough to be comparable to humans.

The following chapter describes Class 1 uplifts, how they fit into a Clement Sector game, and how a player might choose to create a character. It is highly recommended that Referees choose experienced role-players to play an uplift but, as with all things, this is left to the individual Referee to decide what is best for his/her game.

Apes

Due to their similarities to humans, apes were an obvious choice for uplift. Like Dolphins, uplifted Apes have gained a foothold in human society and are commonly encountered on many worlds in Clement Sector. The largest uplifted Ape communities are in Sequoyah subsector on the worlds of Chrseda (Sequoyah 0204) and Bowemiwak (Sequoyah 0103).

Apes have since been used by many in both Earth Sector and Clement Sector to perform jobs which require heavy lifting.

Apes have also been used as combat troops by several nations and planetary governments including the Sequoyah Defense Force and the Monroe System Navy.

In general, most of the uplifted Apes have been great apes from the Hominid Family. These include gorillas, chimpanzees and orangutans. Lesser apes, such as gibbons, have been uplifted but to lesser success than has been seen with the great apes.

Due to their existing similarities to humans, all apes are Class 1 uplifts. This is because they do not require extensive body modifications.

While apes can wear armor and vacc suits, those suits must be specially made for them. Assume a cost increase of 150% for any type of tailored clothing, armor or vacc suit to be worn by an uplifted ape.

Apes have a language of their own which they will use among themselves. They will rarely use it when humans, altrants, or other uplifts are near. The language is a series of hand motions, body motions, grunts, and other gestures which indicate basic emotions. This language cannot be used to convey complex ideas but can be used to indicate anger, dominance, lust, sadness, or other such emotions. All Apes will begin with Language (Ape) at level 1.

Chimpanzees

Uplifted Chimpanzees were among the first animals to be altered in any way. Experiments to increase the intelligence of chimpanzees had been going on since the late 20th century. With the advent of the uplifted Chimpanzee, many believe that mankind's closest relative has come close to becoming an equal.

Chimpanzees are modified mainly with tailored changes to the genetic code which is passed down from one generation to another. Uplifted Chimps can and do

reproduce uplifted Chimps. Only rarely is further genetic manipulation to the children of uplifted Chimps required. Some Chimpanzees have mindcomps added to increase their intellect but these are not always necessary.

This, in and of itself, often causes fear for humans who sometimes believe that Chimps are becoming an independent race capable of overcoming or wiping out humans. While much of this is usually dismissed by critics as fantasy, it is true that Chimps are among the uplifts capable of sexually creating new uplifts of their species and they are reproducing at the same rates or higher than humans.

Chimpanzees are often kept as slaves by humans in societies where this is permissible. On worlds where uplifts are considered to be free but to be second class citizens, Chimps are often giving more rights than other uplifts due to their established history. Of course, there are other worlds where the fear of a community of self-replicating uplifts overrides any sense of fairness or decency.

Chimpanzees are usually used by humans for entertainment purposes as well as for dangerous jobs where climbing will be a necessity. Chimpanzees are normally altered to be able to walk upright but retain their long arms for climbing purposes. Male Chimps average at a height of 1.6 meters (5 feet 3 inches) while female Chimps average a height of 1.3 meters (4 feet 3 inches). Chimps have an average life expectancy of fifty years and reach the age of maturity at 16 years old.

Uplifted Chimps which are allowed to live in their own communities tend to prefer to live segregated from humans and other Apes. Chimpanzee communities are led by an "Alpha Male" which commands the male and female Chimps. This "Alpha Male" will often serve as a spokesperson for the community to the local human government and this relationship can sometimes be strained by distrust.

"Alpha Males" are often determined by which Chimp can amass the most power through the use of allies among the other

Chimps in the community. This often requires a great deal of political acumen and this ability sometimes frightens human onlookers. Violence is rarely used to determine the "Alpha Male's" status and it is most often determined by how many Chimps can be persuaded through bribery and promises to accept that Chimp as their leader.

While the male Chimps are engaged in this sort of political posturing, the female Chimps also form their own communities. These communities are similar to the male community with the main female Chimp amassing power through the gathering of allies. However, the female Chimps also care for the young. Young Chimps will remain with their mother's female community until they reach the age of maturity. At that point, both male and female Chimps must find their own place among the group.

Among established mixed Ape communities, Chimpanzees will almost always outnumber Gorillas and Orangutans. As natural politicians, the Chimps are often the leaders in such communities though they will sometimes find it difficult to get agreement among the other uplifts.

An uplifted Chimpanzee should gain a +1 to STR, DEX, and END. They should take a modifier of -2 to INT and EDU. SOC should be rolled as 1d6+1. If the character is intended to be male, roll 1d6. If the result is a 6, then the character is the Alpha Male of the community. The character should gain +1 INT and the skill Persuade at level at 1.

Gorillas

Gorillas were also an early addition to the group of animals which were uplifted by humans. Gorillas, due their size and physical power, were seen as an alternative to robots in performing dangerous jobs which needed a strong body.

Gorillas were uplifted by modifications to the genetic code. While some Gorillas have been uplifted through the use of mindcomps and cyberware, the vast majority

were uplifted by targeted genetic changes. Those who have been genetically altered can pass these genes on to their children thus creating more uplifted Gorillas without the need for human assistance.

Gorillas have found themselves being used as slaves to perform physical work which humans found either too strenuous or too dangerous to perform. While robots are also used for these sorts of tasks, some have always felt that uplifts had a more “natural” reaction to problems rather than the response of a machine. These tasks include orbital and terrestrial construction, combat, and even contact sports.

Where permissible, Gorillas are sometimes kept as slaves by individual humans. Most often though, Gorillas are owned by corporations and governments as bodyguards, security forces, and combat troops. In locations where slavery is illegal, Gorillas are often placed on the payroll at a substantially lesser rate than humans in the same position and rank.

Gorillas are normally modified to allow for upright walking but their powerful arms are maintained to assist in the physical tasks intended for them. Some modifications will be made to the hands of Gorillas which are intended to perform complex tasks such as operating hand tools but most often the tools are simply modified to fit the Gorilla’s hands.

Male Gorillas have an average height of 1.7 meters (5 feet 7 inches) while females are slightly shorter. Gorillas have a life expectancy of approximately fifty years and reach the age of maturity at 10.

Uplifted Gorillas tend to live in mixed communities and can easily meld into a human or other uplift society provided that the other members of that society are willing to accept them. Most Gorillas live in individual “Troops” in homes which are similar to the homes around them. Each home is usually ruled by a single male Gorilla with up to five female Gorillas and their collective offspring. This is not always the case and homes of exclusively male and exclusively female Gorillas do exist. Gorillas, generally speaking, adapt well to the human culture and government under which they live but

they will not give up the idea of the Troop. This is often a barracks problem for those being utilized by military forces as the Gorillas will often wish to live with any children that they may have.

While in a troop or home, the senior male Gorilla is always in charge. This is true even of exclusively male troops. Younger males will be expected to either submit to the older male or leave to found their own troop.

In a situation such as a military force, the leader is often found by trial by combat. However, many Gorillas will simply accept the rule of a human which is considered to be the eldest or senior member. Experienced humans can tell you that you never send a young human male or a female of any age to command a group of Gorillas. The Gorillas simply will not heed the commands of a human that they consider to be less experienced in command.

Among mixed Ape communities, the Gorillas will be happy to allow the Chimps to play politics. However, they will not accept that any Chimpanzee can tell them what laws and rules apply in their own Troop or the privacy of their own home. Gorillas will not often wish to be the community leader but will do so if necessary.

An uplifted Gorilla should gain a +3 to STR and a +2 to END but will suffer a -2 to DEX, INT, and EDU. SOC should be rolled as 1d6. Gorillas will receive a +2 DM to any Strength related task check but suffer a -2 DM to any task which requires swiftness.

Orangutans

Orangutans were the last of the great apes to be uplifted. Orangutans seem to have been seen as more of novelty by the general public rather than a necessity as were gorillas and chimpanzees. This is unfortunate as the orangutan is generally regarded as being naturally more intelligent than the other apes. Over the years, Orangutans have become as common a sight as the other uplifted Apes.

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Orangutans were uplifted by targeted genetic modification. As with the other Apes, some Orangutans have received intelligence boosts from mindcomps but this is not a common practice and unnecessary for uplift. Orangutans can pass on these genetic changes to their offspring.

Orangutans are generally kept as entertainment by humans on worlds where slavery of uplifts is permitted. They are not as popular as Chimps and Gorillas with corporations and governments. Attempts to make them combat soldiers have failed due to the lack of cohesiveness among units of Orangutans.

Modifications are made to the Orangutans which allow them to walk upright. Male Orangutans stand at an average of 1.36 meters (4 feet 6 inches) while females have an average height of 1.15 meters (3 feet 9 inches). Their long arms are often left unmodified. The Orangutan's hands are naturally human-like and can often use human tools without further modification. In addition, the Orangutan's feet are also useful for grasping and tool use if needed.

Male Orangutans are quite often solitary creatures and prefer to be alone rather than in groups. While they will come together for important events, it is often a strain on them to socialize. Female Orangutans will also avoid association with outsiders but will live with her offspring until they have reached an age of maturity.

While it is possible for Orangutans to form close relationships with their owners, other Orangutans, humans, and other uplifts, it is not the norm. Even the most social of Orangutans will require some solitude.

Orangutans, even those living in human or uplift communities, will avoid group activities when possible and will rarely engage in community functions such as politics or celebrations.

Orangutans have a life expectancy of approximately fifty years. Maturity is usually between 13 and 16 years of age.

Orangutans should gain a +2 to STR and END but will suffer a -2 to INT and EDU. DEX is unchanged. SOC, however, should be rolled as 1d6-3.

Class 1 Bears

Bears were originally uplifted as slave labor and for use as soldiers by several nations on Earth in the late 22nd century. The largest communities of bears are to be found on Sequoyah (Sequoyah 0605) and Boone (Sequoyah 0305). Due to the fear which they often engender among humans and other uplifts, most uplifted Bears tend to avoid crowded areas.

Many of the uplifted Bears are Class 1 uplifts and have few modifications made to their bodies. In modern Clement Sector, most uplifted Bears are Class 2 uplifts. You can learn more about the Class 2 Bears on p.40.

While bears can wear armor and vacc suits, those suits must be specially made for them. Assume a cost increase of 300% for any type of tailored clothing, armor, or vacc suit to be worn by an uplifted bear.

Black Bears

Black bears are the most commonly encountered bears and are also the Bear which is most commonly uplifted. It is estimated that 70% of all uplifted Bears are Black Bears. The first uplifts to arrive in Clement Sector were uplifted Black Bears which arrived on the German exploration ship *Alfred Wegener*.

Class 1 Black Bears are uplifted through both targeted genetic manipulation and the use of mindcomps. The ability to speak is most often performed with the mindcomp and a speaker which is installed in the Bear's head. Class 1 Black Bears are altered to be able to have greater tool use with their hands. However, this is not to a point where a Black Bear can use stock human tools. Uplifted Black Bears can pass on the genetic changes to their offspring. However, to become fully uplifted will require the addition of a mindcomp.

Class 1 Black Bears will have the ability to stand upright and sit like a human but will walk on all fours. When standing

upright, a Black Bear will be approximately 2 meters (6 feet).

Class 1 Black Bears have a life expectancy of 20 years. Maturity is usually reached at the age of three.

While uplifted Black Bears do not hibernate, they do require a minimum of ten hours sleep per day. Black Bears which do not take the time to have this amount of sleep will gain a -2 DM to any action taken the following day until the required sleep is obtained.

Black Bears tend to socialize well with other Black Bears, other uplifts, and humans. However, with male Black Bears, there must be an establishment of hierarchy. With humans and other uplifts, this may simply entail the acceptance that the Black Bear is not in the leadership role. However, with other male Black Bears, this usually results in bouts of physical combat. The winner of these combats will be considered to be the Black Bear leader. Female Black Bears will sometimes do this with other females but it is rare. Class 1 Female Black Bears will never challenge a male for a leadership role.

Black Bears will tend to avoid larger uplifts such as Grizzlies. If confronted with such a larger antagonist, the Black Bear will either retreat from the situation or assume a submissive role. In mixed communities, Black Bears will rarely be the leader.

Black Bears have teeth and claws which can be used in combat. These natural weapons do 2d6 damage. They will also gain the skill Melee (Natural Weapons) at level 1.

Black Bears have heightened senses and receive a +2 DM to any Recon or Survival rolls they have to make. In addition, uplifted Black Bears remain rash and impetuous. Because of this, bears suffer a -2 DM to any task involving SOC.

Class 1 Black Bears should be rolled as 2d6+3 for STR and END. DEX should be rolled at 2d6. INT and EDU should be rolled at 1d6+2. SOC should be rolled at 1d6. The Black Bear also has thick skin and fur which gives it 2 points of natural armor.

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Grizzly

Grizzlies were specifically uplifted to be combat troops and security forces for various governments and corporations. Grizzlies have now been fighting human battles and protecting human leaders for almost two hundred years. While most of the Grizzlies during that time have been Class 1 uplifts, this has become less frequent as Class 2 uplifts are replacing them in these jobs.

Class 1 Grizzlies are uplifted through genetic manipulation and the installation of mindcomps. The bears are often altered to allow for greater tool use although Class 1 Grizzlies remain unable to use human tools. Mindcomps are added to the Grizzly to increase its mental capabilities and give the bear the ability to speak through speakers installed in their head. Uplifted Grizzlies can pass along the genetic alterations to their offspring but to be fully uplifted requires the addition of a mindcomp.

Much like baseline grizzlies, Class 1 Grizzlies can stand upright and sit like a human. However, they must walk on all fours. When standing, the average Grizzly stands at a height of 3 meters (9.8 feet) tall.

Class 1 Grizzlies have a life expectancy of approximately 26 years. Grizzlies reach the age of maturity at the age of five.

Uplifted Grizzlies are not required to hibernate. However, they must spend at least twelve hours sleeping during a twenty-four hour period. If they do not do so, they will suffer a -2 DM to all activities until they are able to obtain the required amount of sleep.

Grizzlies are not social creatures. They seek solitude in their lives and tend to have no familial bonds to their mate or offspring. However, they will come together if required by a situation such as common defense of their community or by the will of a human or uplift which they regard as their superior.

Humans who are regarded by the Grizzly to be in a place of authority will be

able to command an uplifted Grizzly or a group of them. However, Grizzlies can be flummoxed by human customs and social standing is often confusing to them. Humans must demonstrate their authority, often simply with common social cues, to gain this kind of respect from the Grizzlies.

Fellow uplifts are not usually given the same courtesy. Larger and aggressive uplifts, such as Gorillas, will be able to demonstrate their authority through combat or, sometimes, through the demonstration of power towards others. However, other uplifts which the Grizzlies perceive as weaker, such as a Dolphin or a Black Bear, will be given no consideration as a leader for any reason.

Grizzlies have teeth and claws which can be used in combat. A Grizzly's teeth will do 3d6 damage while its claws will do 2d6 damage. All Grizzlies should receive the skill Melee (Natural Weapons) at level 1.

Class 1 Grizzlies should be creating by rolling 3d6 for STR and END. DEX should be rolled as 2d6-3. INT and EDU should be rolled as 1d6. SOC should be rolled at 1d6-1. Grizzlies have thick skin and fur which give them two points of natural armor. Grizzlies have heightened senses and receive a +2 DM to any Recon or Survival rolls they have to make.

Pandas

The first Pandas were uplifted by the Chinese government simply to be able to talk to visitors and act as entertainment for visiting dignitaries. Although it was attempted to introduce Pandas as combat troops, the Panda was found to be ill-suited for the tasks involved. Most existing Pandas are Class 1 uplifts but Class 2 uplifts can be found.

Class 1 Pandas are uplifted using targeted genetic manipulation and the installation of a mindcomp. Speech is accomplished by the addition of a speaker. Genetic changes to the hands of the Panda allow them to use human tools. However, mindcomps are required to introduce significant intellect. Uplifted Pandas can pass

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along the genetic changes to their offspring but full uplift will require a mindcomp.

Class 1 Pandas can stand and sit like humans but must use all four legs to walk. For short distances, a Panda will sometimes roll forward. When standing, an average Panda stands at a height of 2 meters (6 feet).

Class 1 Pandas have a life expectancy of 30 years. Pandas reach the age of maturity at the age of six.

While a Panda can eat anything to survive, they are particularly fond of bamboo. Pandas will go out of their way to obtain even the smallest amount of bamboo even to the point of placing themselves in danger.

Pandas tend to be solitary animals and will avoid uplifts and other Pandas. Pandas are often apathetic about their environment and those around them. They will sometimes become curious about a human or other uplift and wish to spend time with them just to learn why they are doing something. Even with the most social of Pandas, the Panda will seek out time to be

alone away from the other members of their group or crew.

Attempts to turn Pandas into combat troops or security were highly ineffective. It was extremely difficult to get the Pandas to be motivated even with the promise of bamboo. Pandas, generally speaking, are far more concerned with lounging than killing.

However, Pandas can be easily annoyed and will hold grudges for years. Pandas have been known to fiercely attack others for transgressions which occurred decades before that moment. During most encounters, Pandas will be mellow, easy going, and docile.

Class 1 Pandas should be rolled using 2d6+4 for their STR and END. DEX should be rolled as 2d6. INT and EDU should be rolled as 1d6+3. SOC should be rolled as 1d6-1. Uplifted Pandas retain their thick skin and fur which will give them two points of natural armor.





Cats

The common house cat has been a companion to humans for almost ten thousand years. When the technology arrived to increase the animal's intelligence and give them the ability to talk, many rushed out to have this done. Many pet owners were delighted to have, for the first time, a solid way of communicating with their beloved animals. However, for some, this also led to tension and abandonment for some animals as a once silent animal is now the witness to numerous human behaviors which the Cat can now comment upon, berate, or recount to other humans.

Class 1 Cats are uplifted through the use of a mindcomp and cyberware to increase the intelligence of the animal and give the Cat the power of speech. Uplifted Cats have few, if any, genetic modifications

and are thus unable to pass uplifting on to their offspring. Several species of larger felines and felids were also uplifted but very few of those were Class 1 uplifts. For more on these see the section on Lions (p.47) and Tigers (p.51)

Class 1 Cats appear to be normal house cats. However, their behaviors have also been slightly altered by uplifting. For instance, Class 1 Cats rarely feel the need to mark their territory by spraying urine or defecating and instead opt solely to use secretions from their facial glands. Uplifted Cats, if threatened by humans or other animals, will often mix vocal statements and even obscenities in with the usual hissing and growling.

Class 1 Cats have an average life expectancy of 24 years. They reach maturity at age 1.

It is not recommended that Cats be used as player characters. However, if one is

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desired for a character or NPC, the following characteristic modifications should be used. STR, END, INT, and EDU should be rolled as 1d6. DEX should be rolled as 2d6. SOC should be rolled as 1d6+2. The paws of Class 1 Cats are not modified to use human tools and they will not be able to lift and use them.

Dogs

Dogs have been said to have been “man’s best friend” for thousands of years and in many regions of Clement Sector that remains true. However, the main difference between modern Clement Sector and earlier times is that the average dog now speaks the human’s language.

Class 1 Dogs are uplifted by using mindcomps and other cyberware to both increase the animal’s intelligence as well as provide the ability to speak. Uplifted Dogs have few, if any, genetic alterations and are

unable to pass along uplifting to future generations without the aid of humans.

It is often quite difficult to perceive the difference between a dog and a Class 1 Dog. Most canine behaviors remain intact with the difference being that many of their usual vocal cues have been replaced by an artificial human voice. Barking will be replaced by phrases such as “Stay off my property!” and “Back away human!”.

Dogs have an average life expectancy of 24 years. They reach maturity at the age of 2.

It is not recommended that Dogs be used as player characters. However, this is entirely left to the decision of the Referee. For the purpose of creating a Class 1 Dog, the following characteristic modifiers should be used. STR should be rolled at 2d6-3. DEX, INT, and EDU should be rolled as 1d6. END should be rolled as 2d6. SOC should be rolled as 1d6+2. The paws of Class 1 Dogs, in general, have not been modified to use human tools.





Dolphins

Dolphins were among the first species to be uplifted by humans. While they were originally uplifted as a substitute for humans in dangerous underwater situations, Dolphins are now the most recognizable and widely accepted of the uplifts. In Clement Sector, they have several enclaves on worlds such as Catalunya (Cascadia 0202) and Sigyn (Franklin 0408).

All Dolphins are Class 1 uplifts and many were created when the prevailing tech level was at TL10. Dolphins are uplifted by the use of targeted genetic manipulation to create a more intelligent creature. While some Dolphins are also equipped with a mindcomp to bolster this increase, most are not. Dolphins can pass along their genetic

changes to their offspring and thus reproduce uplifted Dolphins.

While most Dolphins prefer to be in the water, some have chosen to work closely with humans both on land and in space. Many of these Dolphins wear a special vacc suit with robotic arms and legs which keeps seawater inside the suit. This not only allows the Dolphin to walk but also keeps the user's skin moist. The weight of these suits is often offset by gravitic assistance. These suits are often ungainly and quite expensive.

At TL11, it becomes possible for the dolphin to have an artificial skin layer added which will remain moist. Many of those with this artificial layer added will often have cybernetic arms and legs added to their bodies. This allows them to walk on land and manipulate tools but it does interfere with their abilities underwater. For many, that is

not a trade that they are willing to make. An upright Dolphin averages 1.7 meters (5.6 feet) in height.

Dolphins retain their ability to speak with other Dolphins through clicks, whistles, and other sounds. However, most Dolphins speak several human languages and will prefer to communicate using these. Younger Dolphins will often find it entertaining to simply walk up to a human and start saying random words in their language.

Dolphins are highly social creatures and uplifting has not changed this. Dolphins generally prefer to be in large groups and are friendly to both humans and other uplifts. It is not unusual to see Dolphins in large groups walking through a city talking loudly and laughing.

Dolphin sexuality is notoriously open and free. Combined with the use of human speech, this can often lead to Dolphins saying things to humans and other uplifts which would not be considered socially acceptable on many worlds. This can present an obstacle toward human acceptance of Dolphins on some worlds.

The average life expectancy of a Dolphin is 60 years. Dolphins reach maturity at the age of 16.

Uplifted dolphins gain a +2 to their STR, +2 to END, -2 to INT and -2 to EDU. Their SOC is rolled as 1d6+3. They are at home in the water and receive a +2 DM to any checks made underwater.

However, Dolphins must suffer a -4 DM when dealing with any object which requires fine manipulation. Dolphins fitted with cybernetic arms may ignore this modifier.

Elephants

Elephants were first uplifted in the early 23rd century by scientists working with the Nigerian government. At first, the uplifting project was merely to create an elephant which could communicate effectively with humans. Soon they began to be used by several local corporations as well as by the Nigerian military. Later, it was discovered

that uplifted Elephants were an excellent deterrent to the trade in ivory.

All uplifted Elephants are Class 1 uplifts. Elephants are uplifted through the combined use of targeted genetic manipulation and with cyberware. Genetic changes have increased the intelligence of Elephants over their baseline counterparts. In turn, Elephants have been given the ability to speak using cyberware. Elephants can pass along their genetic changes to their offspring but will require the addition of cyberware to be able to speak.

Elephants retain their ability to use tools with their trunk. As of yet, no uplift has been attempted which could give additional manipulating abilities to the uplifted Elephant's trunk.

Elephants are socially divided by sex just as baseline elephants are. Female Elephants will form social groups which raise their young, protect the young from harm, and form some governmental structures on worlds where they are allowed autonomy. These social groups can have as many as a hundred members and can include baseline elephants.

Male Elephants usually separate from the female Elephants at the age of maturity. Once separated, the males will either live alone or join a group of males. These groups are ruled by the male which is most able to control the rest of the group. This is most often but not always a matter of physical strength and combat ability. While uplifting has somewhat calmed the testosterone rages (or musth) experienced by young males, it still drives the male Elephant to violence. Among uplifts, younger males are often controlled, directed, and calmed by older males through physical combat as well as by issuing commands.

The average life expectancy of an Elephant is 80 years. Elephants reach maturity at the age of 16.

Elephants are wary of entering enclosed spaces and will often rage against humans attempting to place them in places such as cages, inside vehicles, or within a starship. For this reason and for their size, it

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is highly recommended that Elephants not be used as player characters.

Elephants' STR and END should be rolled as 2d6+4. DEX and EDU should be rolled as 1d6. INT should be rolled as 2d6. SOC should be rolled as 1d6-3.

Elephants should be given a -4 DM to any task which requires fine manipulation. However, any task which requires lifting should gain the Elephant a +2 DM.

Vacc suits and armor for Elephants can be specially made. However, the cost of these should 500% higher than those made for humans. Elephants cannot use tools and weapons created for use by humans.

Horses

"My uplifted Horse, no matter how many times I've told him how to pronounce my name, just keeps calling me "Wilbur". My grandmother, who is a history prof, says it is a joke that someone is playing on me. I must confess that I don't understand the joke nor do I find it funny." – Michelle Corwin, April 3, 2301

Horses were first uplifted by Kentucky Raising, a corporation based in the state of Kentucky within the Southern Alliance in 2291. The corporation, which had been involved with horses for over three hundred years, wanted to be able to provide riders with more interaction with their mounts. Within ten years, uplifted Horses had become commonplace across Earth and on several of Earth's colonies.

During the time since the first Horses were uplifted, most horse breeds have had uplifted members. However, many purists refuse to uplift their animals claiming that the alterations disrupt the dignity of the breed. Many breeders and traders will advertise that

their purebred horses have been "untouched" by "the scourge of uplift" while others will tout the ability of their Horses to interact and understand their rider or owner.

All uplifted Horses are Class 1 uplifts. Horses are uplifted through the use of mindcomps as well as targeted genetic alteration. These genetic changes, which can be passed on to their offspring, have improved the intellect of Horses while the mindcomps have not only given the Horse the ability to speak but also has calmed some of the "flight or fight" instinct within the animal. Class 1 Horses are often much more calm than their baseline counterparts. This change in the natural instincts of horses continues to raise objections horse breeders and enthusiasts as it has for decades.

Horses retain much of their herd mentality. They will still herd under the leadership of a dominant female. This mare will make many of the decisions of the herd and most will follow her lead. With uplifting, this process is more politics than instinct with the dominant mare gaining her position through convincing the herd that she is fit to lead.

The average life expectancy of a Horse is 40 years. Horses reach maturity at the age of 2.

While it is not recommended that Horses be used as player characters, experienced players might wish to attempt it. Horses should roll their STR and END as 2d6+3. DEX and EDU should be rolled as 1d6. INT should be rolled at 2d6-3. SOC should be rolled as 2d6.

Horses should be given a -4 DM to any task which requires fine manipulation. Horses should be given a +2 to any Initiative rolls.

Vacc suits and armor can be created for Horses. Costs for these items should be 300% higher than those made for humans. Horses cannot use tools or weapons created for human use.



Yeti

Yeti are large white ape-like creatures native to Campbell (Cascadia 0408). A small population of Yeti was uplifted by the Burck Group as slave labor. When the employees of the Burck Group rebelled against their corporate masters, the Yeti joined the rebels.

The Yeti were uplifted through the use of genetic manipulation which can be passed on their offspring. Much like Apes, Yeti required very little in the way of physical changes and most of these were done to make the Yeti's hands more useful to their masters. Yeti naturally walk upright so it was unnecessary to make changes in this regard. Cyberware was not used to create Yeti.

Since the Burck Group's demise, no further uplifting of yeti has occurred but the offspring of the original Yeti still thrive on Campbell. Most of these live in a small community near the city of Asa. Few Yeti have ever left Campbell and the majority of those who do tend not to travel far from their home system. It is a rare thing to see a Yeti outside the Cascadia subsector.

Most Yeti are extremely distrustful of corporations. They will, most often, refuse to work for one and will often compare working for one to slavery or imprisonment. The majority of Yeti will continue to hold a deep resentment and distrust toward not only those working directly for a corporation but also anyone working closely with one despite any evidence that they may be provided that a

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corporation is honest, forthright or doing good works.

Yeti have a life expectancy of 70 years and reach maturity at age 12. The average Yeti stands at 3 meters (9.8 feet) tall.

Uplifted Yeti gain a +2 to STR and END but suffer a -1 to DEX and a -3 to INT and EDU. SOC is rolled as 1d6. Yeti also have thick skin and fur which counts as 2 points of natural armor. Yeti also gain the skill Survival (Cold) at level 2.

Yeti receive a +2 DM for any task which is performed in weather of less than 5

degrees C (41 F) and a -2 DM for any task performed in weather warmer than 35 C (95 F). Yeti also have heightened senses which give them a +2 DM to any Recon or Survival checks.

While yeti can wear armor and vacc suits, those suits must be specially made for them. Assume a cost increase of 200% for any type of tailored clothing, armor, or vacc suit to be worn by an uplifted yeti.



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BW

Class 2 Uplifts

Class 2 uplifts are characterized by extensive changes to the body and intellect. While this is usually done with targeted genetic changes, cyberware may also be used. Class 2 uplifts are anthropomorphized in a way to have the uplift appear as human-like as possible. This includes but is not limited to facial changes, an upright stance, the ability of walk and run upright, the modification of hands to manipulate tools, and an increase in intelligence. Class 2 uplifts will often wear clothes of their own choosing.

Often Class 2 uplifts will begin to lose many of the behaviors that their creators found to be undesirable. Traits which were considered to be an advantage by the creators were enhanced. This has led some philosophers to question whether Class 2 uplifts remain animals at all but have transcended that status.

The following chapter describes Class 2 uplifts, how they fit into a Clement Sector game, and how a player might choose to create a character. It is highly recommended that Referees choose experienced role-players to play an uplift but, as with all things, this is left to the individual Referee to decide what is best for his/her game.

Bears

Bears are one of the few uplifts which currently exist as both Class 1 uplifts and Class 2 uplifts. Class 2 Bears were first created in 2321 in the United States by Forman Genetic Solutions, a corporation based in the state of Colorado. Class 2 Bears have since been created by a variety of corporations and governments. They are quite common within Clement Sector and recently the population of Class 2 Bears surpassed the Class 1 population.

Class 2 Bears will have their physical size pared down, their snout reduced, the

ability to speak without cyberware, and their limbs altered to be usable as hands and feet. Class 2 Bears will walk and run upright as well as be able to use their hands for fine manipulation. Class 2 Bears will be smarter than their Class 1 counterparts.

Black Bears

Black Bears are the first species to be uplifted to what is considered Class 2. Class 2 Black Bears are usually seen in the Sequoyah Subsector and most are from either Boone (Sequoyah 0305) or Sequoyah (Sequoyah 0605).

Class 2 Black Bears are uplifted using genetic manipulation. They are able to speak with their own voice and do not require cyberware. Class 2 Black Bears are altered to be able to manipulate human controls and consoles and do not require specialized equipment. However, the Bear cannot use smaller tools or weapons and these will require extensive modification or the purchase of a "Bear version" of the tool. Such tools and weapons will cost 200% of the price of a human version of the tool or weapon.

Class 2 Black Bears will always walk and run upright. They are uncomfortable in attempting to get down on all fours and will resist doing so unless absolutely necessary. A Class 2 Black Bear will stand at approximately 2 meters (6 feet).

Class 2 Black Bears have a life expectancy of 40 years. Maturity is usually reached at age 16.

While uplifted Class 2 Black Bears do not hibernate, they do require a minimum of ten hours sleep per day. Black Bears which do not take the time to have this amount of sleep will gain a -2 DM to any action taken the following day until the required sleep is obtained.

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Black Bears tend to socialize well with other Black Bears, other uplifts, and humans. However, with Class 2 Black Bears, there must be an establishment of hierarchy. Unlike Class 1 Black Bears, female Black Bears will also be included in the hierarchy and may challenge for leadership. Class 2 Black Bears are more accepting of humans and other uplifts in leadership roles. A Class 2 Black Bear, however, will never accept a Class 1 Black Bear as its equal or in a leadership role. As with Class 1 Black Bears, leadership among groups which consist only of Black Bears, combat will often determine the leader of the group.

Black Bears will tend to avoid larger uplifts such as Grizzlies. If confronted with such a larger antagonist, the Black Bear will either retreat from the situation or assume a submissive role. In mixed communities, Black Bears will rarely be the leader.

Black Bears have teeth and claws which can be used in combat. These natural weapons do 2d6 damage. They will also gain the skill Melee (Natural Weapons) at level 1.

Black Bears have heightened senses and receive a +2 DM to any Recon or Survival rolls they have to make. In addition, Class 2 Black Bears remain rash and impetuous. Because of this, bears suffer a -2 DM to any task involving SOC.

Class 2 Black Bears should be rolled as 2d6+3 for STR and END. DEX should be rolled at 2d6. INT and EDU should be rolled at 2d6-3. SOC should be rolled at 1d6. The Black Bear also has thick skin and fur which gives it 2 points of natural armor.

Grizzly

Class 2 Grizzlies are, perhaps, the perfect uplift for combat. They lack many of the disadvantages that Class 1 Grizzlies have but retain all of the advantages that make them formidable fighters. They are often used by corporations and governments for security forces.

Class 2 Grizzlies are modified using targeted genetic manipulation. Their snouts

are modified somewhat to allow for a more human-like face and to allow for speech, however, they still retain the ability to inflict a powerful bite on their opponents. Alterations to the hands allow for the Grizzly to operate human consoles and large equipment but do not allow for them to manipulate human weapons or equipment such as a handcomp or a pencil. Bear versions of equipment will cost 200% more than that for a human user.

Class 2 Grizzlies are altered to allow them to walk and run upright. The average Class 2 Grizzly stands at 3 meters (9.8 feet) tall. They have a life expectancy of 40 years and reach maturity at age 16.

Uplifted Grizzlies are not required to hibernate. However, they must spend at least twelve hours sleeping during a twenty-four hour period. If they do not do so, they will suffer a -2 DM to all activities until they are able to obtain the required amount of sleep.

Class 2 Grizzlies remain somewhat inept in social situations but are not as unfamiliar with living as a member of a group as their Class 1 counterparts (see p. 29). Class 2 Grizzlies will still regard uplifts which they believe are weaker as inferiors and will not accept them as leaders.

Grizzlies have teeth and claws which can be used in combat though the alterations to their face do decrease the amount of damage that a Class 2 Grizzly may do. A Grizzly's teeth will do 2d6+3 damage while its claws will do 2d6 damage. All Grizzlies should receive the skill Melee (Natural Weapons) at level 1.

Class 2 Grizzlies should be creating by rolling 2d6+4 for STR and END. DEX should be rolled as 2d6. INT and EDU should be rolled as 2d6-4. SOC should be rolled at 1d6. Grizzlies have thick skin and fur which give them two points of natural armor. Grizzlies have heightened senses and receive a +2 DM to any Recon or Survival rolls they have to make.

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Pandas

Despite Class 2 Bears being more common in Clement Sector, Class 2 Pandas are actually less numerous than their Class 1 counterparts. Uplifting Pandas to Class 1 was often viewed as a mistake and there have been few efforts to increase their uplift to Class 2. However, there are Class 2 Panda communities scattered throughout Clement Sector.

Class 2 Pandas are genetically manipulated and not altered with cyberware. Class 2 Pandas are more anthropomorphic than their Class 1 counterparts and these facial alterations allow them to speak without the use of cyberware. Class 2 Pandas are able to use human tools and human equipment.

The changes made to the Class 2 Pandas allow them to walk and run upright. An average Class 2 Panda stands at a height of 2 meters (6 feet). They have a life expectancy of 52 years and reach the age of maturity at 16.

Class 2 Pandas retain their taste for bamboo but it is less an addiction for Class 2s and more a fondness for it. They will not lose control of their senses and chase after as a Class 1 Panda might do (see p.30).

Class 2 Pandas do continue to be somewhat solitary animals though this is less pronounced than in Class 1 Pandas. Class 2 Pandas do attempt to be more social but are largely introverts.

As with Class 1 Pandas, Class 2 Pandas hold grudges. Indeed, it has been said that Class 2 Pandas have turned holding grudges into an art form. Class 2 Pandas will not only maintain a mental record of those who have wronged them, they may also use a handcomp or mindcomp to record lists of grudges.

Class 2 Pandas should be rolled using 2d6+2 for their STR and END. DEX should be rolled as 2d6. INT and EDU should be rolled as 2d6-3. SOC should be rolled as 1d6+2. Uplifted Pandas retain their thick skin and fur which will give them two points of natural armor.





Bovians

Bovians, also known as Taurusians, Taurans, or the more derogatory Minos, are uplifted bovines. These animals have been uplifted through genetic manipulation to serve as strong workers and military personnel. Most often Bovians are used by worlds, governments, and corporations who have easy access to bovines. All Bovian uplifts are Class 2 uplifts.

Bovians are rare and not often seen in Clement Sector. Many find the entire idea of uplifting cattle to be unsettling and odd, something which has been blamed on the continuing widespread use of these animals as food. In addition, many religions such as Hinduism, find uplifting such animals to be profane.

Most Bovians are uplifted cattle though there have been incidents of groups uplifting buffalo, bison, and yaks. These animals are uplifted and altered to stand upright, speak, and be able to use their hands to manipulate tools. Among other changes, this requires a great deal of alteration to the front legs and hooves to create hands and to the rear legs and hooves to be able to stand, walk, and run while upright. This is accomplished by targeted genetic alterations which can be passed from one generation to another.

Bovians are usually altered to change their digestive system to eliminate the need for regurgitation. In turn, this means Bovians do not eat tough vegetation such as grass. Bovians will not eat meat and will react poorly to those who are carnivores. Bovians which have had little contact with humans, altrants, or other uplifts in their past will find them

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repulsive and disgusting. This reaction can even become violent if the Bovian can smell meat on the breath of the carnivore.

Bovians can be very social with other Bovians, humans, altrants, or other uplifts that they feel they can trust. This trust is often difficult to earn and will usually require weeks or even months of abstaining from meat before dealing with a Bovian. Anyone having eaten meat in the two weeks prior to meeting a Bovian should gain a -4DM to any SOC related skill check which involves dealing with a Bovian.

Bovians do retain their horns and, in many cases, the uplifting will give horns to bovines which do not already have them. For instance, when Titus Agricultural decided to use Bovians as security for their installation on Bastiat (Franklin 0807), both male and female cattle were uplifted to have long,

dangerous horns. This practice is common among those who uplift Bovians.

The average Bovian stands at a height of 2.6 meters (8.5 feet). Bovians have a life expectancy of 40 years. They reach the age of maturity at 8 years.

Bovian characters should be rolled using 2d6+4 for their STR and END. DEX, INT, and EDU should be rolled as 2d6-3. SOC should be rolled as 1d6-2. Bovian characters may use their horns in combat and should start with Melee (Natural Weapons) at level 1. Their horns do 2d6+3 damage.

Bovians can use human tools and weapons. They may wear armor and vacc suits but these must be tailored for their needs. Assume a cost of 300% higher for any armor, clothing, or vacc suit worn by a Bovian.





Kraken

Kraken are amphibious multi-tentacle marine creatures which are native to the planet Minerva (Franklin 0401). The Minervans uplifted the kraken to perform dangerous underwater tasks and, over the past ten years, have become commonly used due to their ability to use their tentacles inside machinery or in other tight locations where human hands cannot reach.

The Kraken are uplifted using genetic alterations which have changed the nature of their bodies. Baseline kraken are long creatures with tentacles near the ventral part of their head. Before the name “kraken” became popular, the animals were originally referred to as “bearded sharks”. Kraken have been uplifted to create hands from their two

large tentacles and feet from their long tails. This level of alteration has led many to refer to the Kraken as the first “Class 3 Uplift”. Kraken have been altered greatly to take on an anthropomorphic shape. Kraken can pass their genetic changes on to their offspring.

Kraken have faced a great deal of racial prejudice due to what is often referred to as their “frightening appearance”. This fear among some humans has been exploited not only by those using the Kraken as security forces but also by the entertainment industry. Many holovids created on Minerva and other portions of Franklin Subsector often feature Kraken as murderers, criminals, and rapists. This is believed to have set back the attempts by many to see the Kraken as equals with humans, altrants, and even other uplifts.

The average Kraken stands at a height of 2.1 meters (7 feet). The tentacles of

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a mature Kraken will grow to a length of 1-1.5 meters (3-5 feet). These tentacles are prehensile and can be used to perform tasks while leaving the Kraken's hands free to do other things. A Kraken's life expectancy is 48 years and they reach the age of maturity at 16.

Kraken are amphibious which allows them to hold their breath for long periods of time. As such, all Kraken receive a +2 DM to any task which they perform underwater. If the Kraken is operating out of the water and

without a specially made vacc suit, the Kraken's DEX is halved (rounded up).

Kraken roll 2d6+2 for their STR, 2d6+4 for their DEX, 2d6 for END, INT, and EDU. SOC should be rolled as 1d6-3.

While Kraken can wear armor and vacc suits, those suits must be specially made for them. Assume a cost increase of 200% for any type of tailored clothing, armor, or vacc suit to be worn by an uplifted Kraken.





Lions

Lions were first uplifted as Class 2 uplifts in the 2320s by the Nigerian and Kenyan governments for use as soldiers. The Lion was felt to be an excellent combat troop and worthy successor to the Apes which both governments had already been using. It was felt this additional uplift would supplement their already strong armed forces. All uplifted Lions are Class 2 uplifts.

Lions are uplifted to Class 2 by targeted genetic alterations which allow for them to walk and run upright, use human weapons and tools, and be able to speak. Lions may pass their genetic changes on to their offspring.

Class 2 Lions have human-like hands and feet. They are quite dexterous with their hands but many Lions are somewhat clumsy

with their gait while running. Lions may use human tools and weapons without penalty. Uplifted lions do not retain their claws but can use their teeth in combat.

Lions are rather social and will often get along well with most humans, altrants, and uplifts. Lions, while often friendly to Apes, will frequently engage them in competitive competitions. This seems to stem from when the Nigerian and Kenyan militaries used competition between the two groups of uplifts as a training tool.

Lions will live in polyamorous groups (called prides by some) of 1-3 males and 6-10 females. In addition to this number, any children of the group will also live within this group until they reach the age of maturity. At the age of maturity, a female is expected to join a new group while a male is expected to form a new group. Males which fail to form their own group within two years will then join

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an existing group provided that group is not the one in which they were raised. Females which do not find a new group are expected to return to their childhood group.

Those who do not find a group, decide not to join a group, or, if female, are rejected by their family group must then go it alone. Such loners will be outcasts and not accepted in Leonine communities. Over the years, it has been noted that most outcast lions tend to find a human group in which to live. Some do join other uplift communities.

Male Lions retain their manes. Giving the mane proper care and attention is an important part of a male Lion's daily ritual. Many male Lions will use this grooming time to reflect on the activities of the day and relax.

Most uplifted Lions will also wear clothes which will often be similar to the traditional dress of the peoples of Nigeria. These are often quite colorful and will often

consist of trousers with a long dress which hangs over the trousers similar to the aso-oke worn by the Yoruba of Nigeria.

The average Lion stands at 2.5 meters (8 feet 2 inches) tall. Lions have a life expectancy of 40 years and reach the age of maturity at 16 years old.

Lions should roll 2d6+3 for STR and DEX. They should roll 2d6 for END, INT, and EDU. Lions should roll 2d6-2 for SOC.

Lions may use their teeth as weapons. These teeth will do 2d6 damage.

While Lions can wear armor and vacc suits, those suits must be specially made for them. Uplifted Lions do retain their tail which makes it necessary to tailor a suit to their needs. Assume a cost increase of 200% for any type of tailored clothing, armor, or vacc suit to be worn by an uplifted Lion.





Quetzals

Quetzals are a species of winged reptilians found on Tal'Kalares (Franklin 0105) (see **Subsector Sourcebook 2: Franklin**). They were first uplifted by Her Majesty's Government in 2321 and have served as the primary members of Her Majesty's Special all-uplift Tau Pi security force.

Quetzals were uplifted by targeted genetic alterations which allow for their legs to carry them well enough to walk as humans and to run for short distances. Their naturally occurring small hands were altered to be human-like and able to use human tools and weapons. The Quetzals retain their wings which allow them to fly in the thicker

atmosphere of the Tal'Kalaran jungle. Quetzals can pass their genetic alterations to their offspring.

Quetzals have strong jaws and teeth and will often use these in combat. A favored combat technique is to grasp an enemy and then use their teeth to bite at the opponent's features. These teeth do 2d6+3 damage.

Quetzals are social creatures and are happiest when part of a group. Most Quetzals live in a large group of 10-30 other Quetzals. This group lives in a communal setting where everything is shared among the group. These groups, often called flocks, will include at least 2-3 adult males, 2-3 adult females, and the offspring of these groups. Quetzals are polyamorous and will often have sexual relations with all of the adult members of their group. Once a Quetzal reaches the

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age of maturity, they are expected to form flocks of their own. If a Quetzal is away from his/her chosen group of Quetzals, they will often seek out the company of humans, altrants, or other uplifts.

Few Quetzals have ever left Tal'Kalares and, owing to their socially dependent behavior, it seems as if few will. While some Quetzals feel at home as part of a "human flock", most will feel the need to live among their own kind. Of the Quetzals which have left Tal'Kalares, they have either led shorter than average lives or have returned home.

The average Quetzal stands at a height of 2.2 meters (7 feet 4 inches). They have an average wingspan of 3.2 meters (10 feet 6 inches). Quetzals have an average life

expectancy of 72 years. They reach the age of maturity at 12 years old.

Quetzals should be rolled as 2d6 for their STR, DEX, and INT. Their END and EDU should be rolled as 2d6-3 and their SOC should be rolled as 2d6-4. However, they should gain a +4DM to any SOC related task which deals with other Quetzals.

Quetzals will be able to use their wings to glide in an atmosphere with a code between 6 and 10. They will be able to fly in any atmosphere with a code between 8 and 10.

While Quetzals can wear armor and vacc suits, those suits must be specially made for them. Assume a cost increase of 400% for any type of tailored clothing, armor, or vacc suit to be worn by an uplifted Quetzal.





Tigers

Tigers were first uplifted in 2304 by India for use as security and military forces. Once uplifted, Tigers had sufficient dexterity to act as marksmen alongside other members of the Indian military. They have since been uplifted and used by several nations, colonies, and corporations. All uplifted Tigers are Class 2 uplifts.

Tigers are altered by targeted genetic changes to make them anthropomorphic. This includes changing their bodies so that they may walk and run upright, use human tools and weapons, and speak. Tigers can pass these genetic changes to their children.

Tigers can use human tools, weaponry, and machinery. Their hands are capable of the same level of fine manipulation as are human hands. Tigers take no penalty to use equipment intended for humans.

However, this comes with the loss of the Tiger's claws.

Tigers have a social structure which can sometimes seem confusing to humans. Tiger communities are often balkanized with each individual Tiger which is above the age of maturity maintaining its own home or territory. While uplifted Tigers may live in a home like a human, sometimes their territory may extend from their own home and into the home of a nearby Tiger. Male Tigers have even been known to go through the effort of installing a second door into the home of another Tiger, usually female, to make his entrance to this part of his territory easier.

Territorial lines are usually determined by combat though this is most often a combat until submission rather than fight to the death. Tigers keep track of their territory with a variety of methods including setting out stakes, using paint and holography to set out

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border lines, placing signs, or resorting to their pre-uplift behavior and spraying urine. Tigers can choose to pass through another Tiger's territory by asking permission either using their voice or by body language indicating that no threat to the territory is intended. This most often involves walking slowly with the head bowed in submission.

Territorial combat is initiated when a Tiger enters another Tiger's territory and declares that the territory belongs to them. Once combat is completed, the victorious Tiger then sets about drawing the new territorial lines. Experienced Tigers will not take too much territory because it means they will face more challenges as other Tigers may feel that they require the territory. Tiger communities may go for an entire decade with no change in territory while other communities may see territorial combat taking place on a regular basis.

Tigers wishing to have a sexual encounter with another Tiger will sometimes challenge that individual to a fight over territory and the winner will then, rather than set out boundaries, ask for intercourse. In addition, female Tigers may ask to share territory with male Tigers in order to insure sexual relations as well as create a "safe zone" for the raising of offspring.

This sort of territorial politics can be confusing for humans, altrants, and other

uplifts. Tigers which are experienced with other communities may realize that the other species are "too primitive" to understand "proper territories" and will not attempt to seize the property of another being. However, young Tigers and those who are new to mixed communities may find themselves in trouble when they decide that the human's grav vehicle is part of their territory and is now theirs.

Though they do not have claws, Tigers may use their teeth as a natural weapon. Tiger teeth can do 2d6-1 damage. Tigers do retain their tails so clothing, vacc suits, and armor must account for this. Assume a 200% increase in cost for a Tiger's clothing, armor, or vacc suit.

The average Tiger stands at a height of 2 meters (6 feet). Their life expectancy is 40 years and they reach maturity at the age of 12.

Tigers should be rolled using 2d6 for STR, END, INT, and EDU. DEX should be rolled as 2d6+3 while SOC should be rolled as 1d6+4.

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Uplift Characters

Uplift characters should be made according to the character creation chart in **Clement Sector: The Rules** on page 27. However, rolls on the early life of the uplift and on the aging table will be different than that for humans. The following pages will provide charts which will allow for more accurate uplift characters.

The differences are as follows:

In place of **Step 3**, an uplift character should roll on this modified Subsector of Origin table. As few uplifts will have been born in Winston, Dade, or Dawn subsectors, those subsectors have been removed from the table.

Subsector of Origin

1d6	Subsector of Origin
1	Peel
2	Earth
3	Hub
4	Cascadia
5	Franklin
6	Sequoyah

In place of **Steps 7 and 8**, an uplift character should roll on the following charts. First, the player should determine the legal status of the uplift. Roll 1d6 and consult the following chart.

Legal Status

1d6	Legal Status
1	The character is currently a slave or servant of the government on his/her homeworld.
2	The character is currently a slave or servant of a corporation located on his/her homeworld.
3	The character is a free citizen of his/her homeworld but is forced to live within a community of uplifts of the same race.
4	The character is a free citizen of his/her homeworld but is forced to live within a mixed community of uplifts.
5-6	The character is a free citizen of his/her homeworld.

If the result is a 1 or 2, the player should roll their Youth Events on the **Events of Youth: Slave** chart on p.56. Their Teenage Events should be rolled on the **Teenage Events: Slave** chart on p.59.

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If the result is a 3, the player should roll their Youth Events on the **Events of Youth: Segregated Community** chart on p.57. Their Teenage Events should be rolled on the **Teenage Events: Segregated Community** chart on p.60.

If the result is a 4, the player should roll their Youth Events on the **Events of Youth: Mixed Community** chart on p.58. Their Teenage Events should be rolled on the **Teenage Events: Mixed Community** chart on p. 61.

If the result is a 5-6, the player should roll their Youth Events on the **Events of Youth** chart provided in **The Clement Sector Core Setting Book** on p.85. They should use the **Teenage Events** chart in **The Clement Sector core Setting Book** on p.89.

Uplifts will often have shorter youths than humans. For that reason, they may receive fewer rolls on the charts. Consult the following chart to see how many rolls should be taken according to the type of uplift. The numbers in parenthesis indicate the ages covered by the rolls.

Uplift Type	# of Rolls on Events of Youth	# of Rolls on Teenage Events
Chimpanzee	2 (4-8, 9-12)	2 (13-15, 16-17)
Gorilla	1 (6-10)	1 (11-15)
Orangutan	2 (4-8,9-12)	2 (13-15, 16-17)
Black Bears	1 (2-4)	0
Grizzly	1 (3-6)	1 (7-11)
Panda	1 (3-6)	1 (7-11)
Dolphin	2 (5-9, 10-13)	2 (14-15, 16-17)
Cat	1 (2-4)	0
Dog	1 (2-4)	0
Elephant	2 (4-8, 9-12)	2 (13-15, 16-17)
Horses	1 (1-2)	2 (3-5, 6-7)
Yeti	2 (4-8,9-12)	2 (13-15, 16-17)
Class 2 Black Bear	2 (4-8, 9-12)	2 (13-15, 16-17)
Class 2 Grizzly	2 (4-8, 9-12)	2 (13-15, 16-17)
Class 2 Panda	2 (4-8, 9-12)	2 (13-15, 16-17)
Bovian	1 (4-8)	2 (9-12, 13-15)
Kraken	2 (4-8, 9-12)	1 (13-17)
Lions	2 (4-8, 9-12)	2 (13-15, 16-17)
Quetzals	2 (4-8, 9-12)	1 (13-15)
Tigers	2 (4-8,9-12)	1 (13-15)

Characters will begin their careers on the year after the last age listed above. For example, a Lion's career will begin at age 20, a Cat's career at age 5, and a Gorilla's career will begin at age 16.

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Events of Youth: Slave

2d6	Event
2	For the entertainment of your owners, you have forced to fight another uplift. Roll Melee (Natural Weapons) at Difficult. If you succeed, gain the defeated uplift as an Enemy. If you fail, make two rolls on the Injury table (CS:R p. 41). In either case, gain your owner as an Enemy.
3	As punishment for a minor mistake, you are beaten by the taskmaster. Roll 1d6. On a result of 1-3, you must roll twice on the Injury table (CS:R p. 41). If you roll a 4-6, roll once on the Injury table. Gain your owner as an Enemy.
4	Your parents are also slaves. You are forced to witness them take a beating for making a mistake. Gain your owner as an Enemy.
5-6	Life Event. Roll on the Life Event Table (Clement Sector p. 87)
7	The work is making you strong. Gain +1 in STR, DEX, or END.
8	Life as a slave is harsh and tough. As a way of not thinking about the horrors, you have turned to the arts. Gain a level in Art (Any).
9	The drudgery of life as a slave is misery. As a way to search for hope, you have become a member of a religion. Choose a real world religion or one from the Clement Sector Core Setting Book (p.259).
10	You have been sold to another corporation or government. Roll on the Subsector of Origin table in the Clement Sector Core Setting Book (p.72) to find out your new homeworld. Take the Primary Language of that world as a Language skill and take the world's Background Skills as well.
11	Escape! You have attempted an escape. Roll 2d6 and add your DEX bonus to the roll. If you roll less than 5, you have been caught and punished. Roll twice on the Injury table (CS:R p.41). If you roll 6-10, you have been caught and returned to your life as a slave without incident. If you roll 11+, you have escaped. Continue your character as a free uplift using the tables in the Clement Sector Core Setting Book.
12	Your owner has decided to set you free. Continue your character as a free uplift using the tables in the Clement Sector Core Setting Book.

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Events of Youth: Segregated Community

2d6	Event
2	A group of hunters comes into the community with the intention of capturing uplifts to sell into slavery. Roll 2d6 and add your DEX bonus. If you roll higher than 8, you remain free in the community. If you roll less than 8, continue your character as an uplift slave.
3	A group of anti-uplift humans breaks into the community and begins attacking uplifts. Roll Melee (Natural Weapons) at Difficult. If you succeed, gain an Ally among the uplift community. If you fail, roll twice on the Injury chart (CS:R p.41)
4	Your family or education system insures that you remain physically fit by forcing you to exercise. Increase your STR, DEX or END by one or gain Athletics (any) at level 1.
5-7	Life Event. Roll on the Life Event Table (Clement Sector p. 87)
8	An uplift supremacist group decides that you are too friendly with the humans. Roll 2d6 and add your SOC bonus. If you succeed, you have convinced the group to leave you alone but will gain the group as an Enemy. If you fail, the group assaults you. Roll once on the Injury table (CS:R p.41).
9	Your family relocates to the nearest A-class port to your original homeworld. If there are equidistant ports, it is your choice. If your homeworld is Earth or in Earth Sector, this means your family has relocated to your choice of worlds in Clement Sector. You gain the background skills of your new world as listed in the chart (see Clement Sector, page 74). If your Primary Language is not spoken here, gain Language 1 with a specialty of the first language listed for your new homeworld (Clement Sector, p. 80).
10	During your free time, you delve deeply into subjects more advanced than many other children would attempt. Gain Science 0.
11	You have become active in local youth sports. Gain Athletics at 0.
12	You have become a free citizen of your world. Continue your character generation with the system presented in the Clement Sector Core Setting Book.

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Events of Youth: Mixed Community

2d6	Event
2	A group of hunters comes into the community with the intention of capturing uplifts to sell into slavery. Roll 2d6 and add your DEX bonus. If you roll higher than 8, you remain free in the community. If you roll less than 8, continue your character as an uplift slave.
3	A group of youths from another race of uplifts or humans attack you. Roll Melee (Natural Weapons) at Difficult. If you succeed, gain an uplifted Ally of your own race. If you fail, roll twice on the Injury chart (CS:R p.41)
4	Your family or education system insures that you remain physically fit by forcing you to exercise. Increase your STR, DEX or END by one or gain Athletics (any) at level 1.
5-7	Life Event. Roll on the Life Event Table (Clement Sector p. 87)
8	An uplift supremacist group decides that you are too friendly with the humans. Roll 2d6 and add your SOC bonus. If you succeed, you have convinced the group to leave you alone but will gain the group as an Enemy. If you fail, the group assaults you. Roll once on the Injury table (CS:R p.41).
9	Your family relocates to the nearest A-class port to your original homeworld. If there are equidistant ports, it is your choice. If your homeworld is Earth or in Earth Sector, this means your family has relocated to your choice of worlds in Clement Sector. You gain the background skills of your new world as listed in the chart (see page 74). If your Primary Language is not spoken here, gain Language 1 with a specialty of the first language listed for your new homeworld.
10	During your free time, you delve deeply into subjects more advanced than many other children would attempt. Gain Science 0.
11	You have become active in local youth sports. Gain Athletics at 0.
12	You have become a free citizen of your world. Continue your character generation with the system presented in the Clement Sector Core Setting Book.

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Teenage Events: Slave

2d6	Event
2	For the entertainment of your owners, you have forced to fight another uplift. Roll Melee (Natural Weapons) at Difficult. If you succeed, gain the defeated uplift as an Enemy. If you fail, make two rolls on the Injury table (CS:R p. 41). In either case, gain your owner as an Enemy.
3	As punishment for a minor mistake, you are beaten by the taskmaster. Roll 1d6. On a result of 1-3, you must roll twice on the Injury table (CS:R p. 41). If you roll a 4-6, roll once on the Injury table. Gain your owner as an Enemy.
4	For the entertainment of your owners, you are forced to mate with another uplift. The process is degrading and embarrassing. Gain the other uplift as a Contact and gain your owner as an Enemy.
5-6	Life Event. Roll on the Life Event Table (Clement Sector, p.92)
7	The work is making you strong. Gain +1 in STR, DEX, or END.
8	Life as a slave is harsh and tough. As a way of not thinking about the horrors, you have turned to the arts. Gain a level in Art (Any).
9	The drudgery of life as a slave is misery. As a way to search for hope, you have become a member of a religion. Choose a real world religion or one from the Clement Sector Core Setting Book (p.259).
10	You have been sold to another corporation or government. Roll on the Subsector of Origin table in the Clement Sector Core Setting Book (p.72) to find out your new homeworld. Take the Primary Language of that world as a Language skill and take the world's Background Skills as well.
11	Escape! You have attempted an escape. Roll 2d6 and add your DEX bonus to the roll. If you roll less than 5, you have been caught and punished. Roll twice on the Injury table (CS:R p.41). If you roll 6-10, you have been caught and returned to your life as a slave without incident. If you roll 11+, you have escaped. Continue your character as a free uplift using the tables in the Clement Sector Core Setting Book.
12	Your owner has decided to set you free. Continue your character as a free uplift using the tables in the Clement Sector Core Setting Book.

If a character is still a slave at the end of rolling on this chart, the character should enter directly into the Slave career listed on p.68.

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Teenage Events: Segregated Community

2d6	Event
2	A group of hunters arrive in your community. Roll DEX 8+. If you succeed, you have escaped them. If you fail, you have captured and sold into slavery. Continue your character as a slave.
3	A group of youths from another race of uplifts or humans attack you. Roll Melee (Natural Weapons) at Difficult. If you succeed, gain an uplifted Ally of your own race. If you fail, roll twice on the Injury chart (CS:R p.41)
4	You have become involved as a runner, spotter, or other apprentice in illegal activities in your area. Make a Streetwise or Deception (Any) check (Routine). If you succeed, gain a level in Streetwise. If you fail, roll 1d6. On a roll of 1, your crime is thought to be so heinous that you are sent to an adult prison. You will spend this period in prison. Lose 1d6 SOC and roll once on the prison chart on p.38 to determine what happens while you are imprisoned. Otherwise, you lose -2 SOC and -2 EDU while being forced to stay at a juvenile home.
5-7	Life Event. Roll on the Life Event Table (Clement Sector, p.92)
8	You have discovered your desire to tear things apart and learn how they work. You spend hours tinkering with machines, vehicles or computers. Gain your choice of Electronics (Any) 1 or Mechanic 1.
9	During these years, you have discovered a love for operating a vehicle. It becomes an important part of your life. Gain one level in Drive (Wheel or Track), Flyer (Grav) or Seafarer (Sail or Motorboats).
10	You have obtained a job working inside an office for a family friend. Gain your choice of Admin, Advocate, Broker, Electronics or Steward at level 0.
11	Your parents have decided to relocate to an established world on the frontier. If you are already from a frontier world, this is simply a move to another frontier world. Roll on the Frontier Subsector of Origin Chart (CS p. 72) and then the Planet of Origin Chart (CS p.72). Gain the Background Skills for your new homeworld. If your Primary Language is not spoken here, gain Language-1 with a specialty of the first language listed for your new homeworld.
12	You have become a free citizen of your world. Continue your character generation with the system presented in the Clement Sector Core Setting Book.

If, after the final roll on this chart, the uplift is still free, the character should continue on to step 11 in the character creation process listed in **Clement Sector: The Rules** on page 27.

THE WONDROUS MENAGERIE

Teenage Events: Mixed Community

2d6	Event
2	A group of hunters arrive in your community. Roll DEX 8+. If you succeed, you have escaped them. If you fail, you have captured and sold into slavery. Continue your character as a slave.
3	You have developed a serious disease which damages your body. While the disease does not take your life, the damage to your body is irrevocable. Lose 1d3 from your choice of STR or END.
4	A group of youths from another race of uplifts or humans attack you. Roll Melee (Natural Weapons) at Difficult. If you succeed, gain an uplifted Ally of your own race. If you fail, roll twice on the Injury chart (CS:R p.41)
5-7	Life Event. Roll on the Life Event Table (Clement Sector, p.92)
8	Your family relocates to a new world. If your original homeworld is in Clement Sector, your new home is the nearest A-class port to your original homeworld. If there are equidistant ports, it is your choice. If your homeworld is Earth, this means your family has relocated to your choice of any of the established worlds in Clement Sector. You gain the background skills of your new world as listed in the chart (see page 14). If your Primary Language is not spoken here, gain Language-1 with a specialty of the first language listed for your new homeworld.
9	You have discovered your desire to tear things apart and learn how they work. You spend hours tinkering with machines, vehicles or computers. Gain your choice of Electronics (Any) 1 or Mechanic 1.
10	During these years, you have discovered a love for operating a vehicle. It becomes an important part of your life. Gain one level in Drive (Wheel or Track), Flyer (Grav) or Seafarer (Sail or Motorboats).
11	You have joined a band. Gain a level in Arts (Music). Roll 1d6. 1 The experience is a disaster. One of the other members of the band blames you for the bad experience. Gain a Rival. 2-3 The band is horrible but it is a fantastic way to pass the time and have fun with your friends. Gain the other three members of your band as Contacts. 4-5 The band achieves some limited local success. People of your age group from your homeworld will often remember the band from their youth. Gain +2 SOC and the other three members of your band as Allies. 6 The band is a rousing success. The band gets interstellar notice and systems within a six parsec range of your homeworld will likely know of the band. Gain 1d3+1 SOC. In addition, gain a +2 to enter any entertainment based career.
12	You have become a free citizen of your world. Continue your character generation with the system presented in the Clement Sector Core Setting Book.

If, after the final roll on this chart, the uplift is still free, the character should continue on to step 11 in the character creation process listed in **Clement Sector: The Rules** on page 27.

THE WONDROUS MENAGERIE

Aging

Once you have gotten to Step 24 (p.28 of **Clement Sector: The Rules**), you will need to use the following rules rather than the usual aging rules for humans. Uplifts do not use Apparent Age but rather age without anti-aging treatments. On the following pages are the aging tables for use with uplifts. Locate the correct table for your character's type of uplift.

Ages listed on the table assume that the character did not go to college or pursue a graduate degree. If the character did so, assume that the first term was taken by college and the second term by the pursuit of a graduate degree. If the character successfully completed, college start the character at Term 2. If the character went on to complete a graduate degree, begin at Term 3. In all other cases, begin at Term 1.

If you decide to continue taking terms past those listed on the table, take the same aging roll as the last listing at the end of each successive term.

Chimpanzees, Orangutans, Dolphins, Kraken, Lions

Term	Age	Roll and Modifier
1	18-21	None
2	22-25	None
3	26-29	None
4	30-33	Aging Roll at -1
5	34-37	None
6	38-41	Aging Roll at -2
7	42-45	None
8	46-49	Aging Roll at -3
9	50-53	None
10	54-57	Aging Roll at -4
11	58-61	Aging Roll at -5

Gorillas

Term	Age	Roll and Modifier
1	16-19	None
2	20-23	None
3	24-27	None
4	28-31	Aging Roll at -1
5	32-35	None
6	36-39	Aging Roll at -2
7	40-43	Aging Roll at -3
8	44-47	Aging Roll at -4
9	48-51	Aging Roll at -5

THE WONDROUS MENAGERIE



THE WONDROUS MENAGERIE

Cats, Dogs, and Class 1 Black Bears

Term	Age	Roll and Modifier
1	5-8	None
2	9-12	Aging Roll at -1
3	13-16	Aging Roll at -3
4	17-20	Aging Roll at -4
5	21-24	Aging Roll at -5

Class 1 Grizzlies and Class 1 Pandas

Term	Age	Roll and Modifier
1	12-15	None
2	16-19	None
3	20-23	Aging Roll at -2
4	24-27	Aging Roll at -4
5	28-31	Aging Roll at -5

Elephants

Term	Age	Roll and Modifier
1	18-23	None
2	24-27	None
3	28-31	None
4	32-35	None
5	36-39	None
6	40-43	Aging Roll at -1
7	44-47	None
8	48-51	None
9	52-55	Aging Roll at -2
10	56-59	None
11	60-63	None
12	64-67	Aging Roll at -3
13	68-71	None
14	72-75	Aging Roll at -4
15	76-79	Aging Roll at -4
16	80-83	Aging Roll at -5

THE WONDROUS MENAGERIE

Horses

Term	Age	Roll and Modifier
1	8-11	None
2	12-15	None
3	16-19	Aging Roll at -1
4	20-23	None
5	24-27	Aging Roll at -2
6	28-31	None
7	32-35	Aging Roll at -3
8	36-39	Aging Roll at -4
9	40-43	Aging Roll at -5

Yeti

Term	Age	Roll and Modifier
1	18-23	None
2	24-27	None
3	28-31	None
4	32-35	None
5	36-39	Aging Roll at -1
6	40-43	None
7	44-47	None
8	48-51	Aging Roll at -2
9	52-55	None
10	56-59	Aging Roll at -3
11	60-63	Aging Roll at -3
12	64-67	Aging Roll at -4
13	68-71	Aging Roll at -5

THE WONDROUS MENAGERIE

Class 2 Black Bears, Class 2 Grizzlies, and Class 2 Pandas

Term	Age	Roll and Modifier
1	18-23	None
2	24-27	None
3	28-31	None
4	32-35	Aging Roll at -1
5	36-39	None
6	40-43	Aging Roll at -2
7	44-47	Aging Roll at -3
8	48-51	Aging Roll at -4
9	52-55	Aging Roll at -5

Bovians

Term	Age	Roll and Modifier
1	16-19	None
2	20-23	None
3	24-27	None
4	28-31	Aging Roll at -2
5	32-35	Aging Roll at -3
6	36-39	Aging Roll at -4
7	40-43	Aging Roll at -5

Quetzals

Term	Age	Roll and Modifier
1	17-20	None
2	21-24	None
3	25-28	None
4	29-32	None
5	33-36	None
6	37-40	Aging Roll at -1
7	41-44	None
8	45-48	None
9	49-52	Aging Roll at -2
10	53-56	None
11	57-60	Aging Roll at -3
12	61-64	None
13	65-68	Aging Roll at -4
14	69-72	Aging Roll at -5

THE WONDROUS MENAGERIE

Tigers

Term	Age	Roll and Modifier
1	17-20	None
2	21-24	None
3	25-28	Aging Roll at -1
4	29-32	Aging Roll at -2
5	33-36	Aging Roll at -3
6	37-40	Aging Roll at -4
7	41-43	Aging Roll at -5



THE WONDROUS MENAGERIE

Uplift Slave Career

Enlistment: Automatically enlisted by result of early life tables. You cannot choose to join this career.

Assignment: Choose from the following:

Miner

You are used by a government or corporation to mine asteroids or mine deep caverns on a planet.

Military/Security

You are being used by a government or corporation to attack other groups or defend assets.

Entertainment

You are being used by a government or corporation to entertain others.

Career Progress

Career	Survival	Advancement
Miner	END 8+	INT 8+
Mil/Sec	STR 8+	INT 8+
Entertain	SOC 8+	SOC 8+

Mustering Out Benefits

Roll	Cash	Other Benefits
1	0	None
2	0	None
3	0	Contact
4	0	Ally
5	500	+1 END
6	1000	+1 STR
7	2000	+1 SOC

Skills and Training

Roll	Personal Development	Service Skills
1	+1 STR	Athletics (Any)
2	+1 DEX	Deception (Any)
3	+1 END	Animals (Training or Farming)
4	+1 INT	Survival (Any)
5	+1 EDU	Melee (Unarmed or Natural Weapons)
6	+1 SOC	Persuade

Roll	Miner	Military/Security	Entertainer
1	Carouse	Stealth	Persuade
2	Survival (Any)	Recon	Athletics (Any)
3	Trade (Miner)	Melee (Natural Weapons)	Steward
4	Science (Geology)	Gun Combat (Any)	Art (Any)
5	Vacc Suit	Navigation	Art (Any)
6	Drive (Mole)	Explosives	Deception (Any)

THE WONDROUS MENAGERIE

Ranks and Benefits

Miner	Benefit	Mil/Sec	Benefit	Entertain	Benefit
0	Vacc Suit 1	0	Melee (Natural Weapons) 1	0	Art (Any) 1
1	Stash	1	Stash	1	Stash
2	Trade (Miner) 1	2	Stealth 1	2	Steward 1
3		3		3	
4		4	Recon 1	4	Persuade 1
5	Drive (Mole) 1	5		5	
6	Science (Geology) 1	6	Leadership 1	6	Deception (Any) 1

A **Stash** is where a slave keeps his/her personal belongings. The Stash allows for the slave to keep possessions that are forbidden by the slave's owner.

THE WONDROUS MENAGERIE

Mishaps

2d6	Mishap
2	You have been severely injured. Roll twice on the Injury table (CS:R p.41).
3	An Enemy (either within your ranks or the owner) has decided to intentionally injure you for sport. Roll once on the Injury table (CS:R p.41).
4	Your owner has joined a human supremacist group and has decided that all uplifts, including his/her slaves, must die. Roll Melee 8+. If you succeed, you escape the thugs without serious injury. If you fail, you escape the supremacists with a serious injury. Roll twice on the Injury table (CS:R p.41). In either case, you lose your stash and join the Vagabond career (CS p. 187).
5	You are blamed for an accident which cost your owner. The owner punishes you severely. Lose two Ranks (but retain any benefit gained) and roll on the Injury table (CS:R p.41).
6	You have become addicted to drugs or alcohol. The drug is the player's choice, see Clement Sector Core Setting Book p.268 for additional ideas).
7	You have been injured. Roll once on the Injury table (CS:R, p.41).
8	Your owner feels that you are no longer useful to him/her. You are sent away. Lose your stash and join the Vagabond career (CS p.187).
9	Breathing in dangerous chemicals or bad atmosphere has taken its toll. Lose 2 END.
10	There has been a major accident. During transport of the owner's uplifts, the vehicle crashed. Roll once on the Injury table (CS:R p.41). If you have Recon, Stealth, or Navigation, you may choose to attempt to escape. Roll 8+ using the chosen skill as a modifier. If you succeed, you have escaped and may join the Vagabond career (CS p.187). Lose your stash. If you fail, you are recaptured and beaten. Roll again on the Injury table (CS:R p.41) and take a -2DM to your next Advancement roll.
11	Your owner has decided that he/she can replace uplifts with robots. You are no longer needed. Roll 1d6. If you roll a 1-3, you have been sold to a new owner. Move your homeworld to the nearest system with a B or C class port. If there is more than one which is equidistant, you may choose. On a roll of 4-6, the owner decides to "put his uplifts to sleep". You are able to escape but are injured in the process. Roll once on the Injury table (CS:R p.41) and then join the Vagabond career (CS, p.187). In either case, you retain the contents of your stash.
12	An uplift held in slavery doesn't always have a strong voice in the society. When someone accuses you of a crime, it often doesn't get the investigation that it should. You have been accused of just such a crime. Roll 1d6. If you roll a 1, you must spend two terms in prison and must roll twice on the Prison Events table (Clement Sector Core Setting Book p.98). On a 2-5, you will spend one term in prison and must roll on the chart once. On a roll of 6, you are able to escape the prison time but lose -1 SOC.

Please note that, unlike mishaps in other careers, a mishap in the Slave career does not automatically mean that you will need to leave this career. Unless it specifically says that you leave the career, you must remain.

THE WONDROUS MENAGERIE

D66	Events
11	Something terrible has happened to you. Roll on the Mishap table.
12	A war has broken out on the world on which you find yourself. The military is gathering every person they can find for the war effort. If you are in Military/Security, you will be increased in Rank immediately. If you are not in Military/Security, you will be transferred to Military/Security. You do not automatically gain the Service Skills. In any case, make a STR 8+ roll. If you succeed, roll twice on the Service Skills table. If you fail, roll twice on the Injury table in Clement Sector: The Rules (p.41).
13	Your owner has determined that you are worthy of helping him/her with some of the logistics of running the company/agency for which you work. Gain a level in Admin.
14	Sometimes, to survive, you have to be willing to do it for yourself. Gain a level in Deception (Any) or Streetwise.
15	Another member of your group has committed a grave error which will cost your owner a large sum of money and, perhaps, even the lives of other uplifts or humans. Someone must be punished for this. How do you react? Do you let the punishment proceed? Do you turn a blind eye to the whole situation? Do you step in and take responsibility? Or do you assist the taskmaster in punishing the offender? If you just let the punishment proceed and take no action, there is no effect. If you turn a blind eye and try to avoid everything, gain two of the other members of your group as Enemies and take a -2DM to your next Advancement roll. If you take responsibility for the actions of your group member, gain a level in Leadership and gain three members of your group as Allies. Gain your owner as an Enemy. If you assist the taskmaster in punishing the offender, gain a +4DM to you next Advancement roll. Gain your entire group as Enemies.
16	You are given the opportunity to become the taskmaster for your group. If you accept the job, then you are automatically promoted one rank, gain your owner as an Ally, lose 2 SOC, and gain the remainder of your group as Enemies. If you decline, you lose one rank (but retain any benefit gained), gain your owner as an Enemy, gain +1 SOC, and gain the remainder of your group as Allies.
21	You have found a discarded law text and read it during the day. Gain Advocate 0.
22	You spend a great deal of time with some folks who speak another language and you have been able to pick up on some of it. Gain Language 1 with a specialty in one of the languages of this world (see table on p.80) which is not your primary language. If there are no additional languages present on this world which you do not already speak, gain a language from a nearby world.
23	Your servitude has not stopped your spirit from wanting to speak out against the oppression which you have suffered. Gain a level in your choice of Advocate (Oratory) or Advocate (Politics).
24	You have been trained on a vehicle. Gain a level in Drive (Any), Flyer (Any), or Seafarer (Any).
25	You have been working on your own equipment to keep it running. Gain Mechanic 1.
26	You have found a discarded handcomp. Add it to your stash.
31-36	Life Event. Roll on the Life Events Table (CS:R p.42)

THE WONDROUS MENAGERIE

41	Your owner has decided to allow you to help out with their farm or ranch. Gain a level in your choice of Animals (Veterinary) or Animals (Farming).
42	You are trained to assist in the operation of a starship. Gain a level in your choice of Astrogation, Gunner (Any), Engineer (Any), or Pilot (Any).
43	You have been trained to operate several pieces of equipment. Gain a level in Electronics (Any).
44	You have been assisting in maintaining the health of your group. Gain a level in Medic (First Aid).
45	You are learning to survive. Gain a level in Survive (Any).
46	You are spending a lot of time in space. Gain Vacc Suit 1 or Zero-G 1.
51	You have located some money. Roll 1d6 and multiply the result by 100 credits. Add this to your stash.
52	You try to keep yourself in good physical condition when you can. Gain a level in Athletics (Any) or gain +1 to STR, DEX, or END.
53	You join a group of your fellow uplifts who are wagering food and things from their stash on a game of chance. Gain a level in Gambler. Roll Gambler 8+. If you succeed, add 500 credits to your stash. If you lose, lose any money you currently have in your stash.
54	Fights have been breaking out among your group. You have been fighting so much that you have gained a level in Melee (Unarmed Combat or Natural Weapons).
55	You are getting very sneaky. Gain a level in Stealth.
56	You have attempted an escape! Roll 1d6. 1 You are caught within moments of your attempt. Gain a -2DM to your next Survival roll. 2-3 You get away but have gotten lost. Make a Survival roll at 8+. If you succeed, you have found your way and escaped. Join the Vagabond career (see Clement Sector p.187). If you fail, you have been recaptured and gain a -2DM to your next Survival roll. 4-5 Guards find you as you escape. Roll Gun Combat (Any) or Melee (Any) at 8+. If you succeed, you have escaped. Join the Vagabond career (see Clement Sector p.187). If you fail, you have been recaptured and gain a -2DM to your next Survival roll. 6 You have escaped! Join the Vagabond career (see Clement Sector p.187).
61	You have found a slug pistol. You can choose to be rid of it or keep it in your stash. If you keep the pistol, roll 1d6. 1 The pistol was used in a recent murder and has been discarded. Law enforcement will locate you and the pistol and make you the prime suspect. They will arrest you for the crime and place you in prison for 1d3 terms. At the end of that set of terms, law enforcement will discover the real killer and set you free. 2-3 The pistol is old and unreliable. Suffer a -2 penalty to use the weapon. You have six rounds of ammunition. 4-5 The pistol is in excellent working order but has no ammunition. 6 The pistol is in excellent working condition and you have ten rounds of ammunition to go with it.

THE WONDROUS MENAGERIE

62	You have found a way to use the small amount of downtime that you have earned to pursue the arts. Gain a level in Art (Any).
63	Your owner has decided to train you in the use of a weapon. If you are not in Mil/Sec, then gain Gun Combat 0. If you are in Mil/Sec, gain a level in Gun Combat of a specialty which you do not already have.
64	You have earned this through your hard life. Gain a level in Jack of All Trades.
65	The government on this world has outlawed slavery. You have gained your freedom. Roll a d6. If you get a 1-2, you must enter the Vagabond career (see Clement Sector Core Setting Book, p.187) and take your stash along with you. On a roll of 3-6, you may attempt to enter any career but you lose your stash.
66	Your owner has decided to set you free. He/she agrees to assist you in finding another job. Gain 500 credits, keep your stash, and enter the career of your choice without needing to roll for Enlistment.

Naming an Uplift

Most uplifts tend to use a single name taken from the world on which they live. This convention has been around since the earliest uplifts and remains in use today. For instance, an uplifted Tiger from Cascadia (Cascadia 0705) might call himself “John” or “Anthony” while an uplifted Tiger from Hub (Hub 0405) might use the name “Jurgen” or “Erich”. It is best to consult the **Subsector Sourcebooks** for a better idea of the culture of the uplift’s homeworld. If you do not own the **Subsector Sourcebooks**, checking the Primary Languages chart in the **Clement Sector Core Setting Book** on p.80 will often give insight into the sorts of names used on a world. Uplifts will usually not take additional names even if the culture there provides for that possibility.

There are exceptions to this. Many Apes, calling back to their days as research subjects, will often take names from Earth’s classical past. These are usually Greek and Roman names but this is not always the case. One might encounter a Chimp named

“Atticus” or “Julius” or encounter a Gorilla named “Agrippa” or “Alexander”.

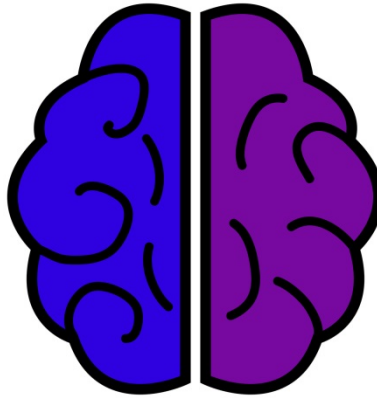
Bears from the Sequoyah Subsector will almost always take a name of a Native American warrior or something which is descriptive of their ability or appearance. Names such as “Ironjaw”, “Taoyateduta”, or “Oconostota”. This custom has yet to take within other subsectors though one might find Bears with similar names.

Dolphins will sometimes choose to use names within their own language of clicks rather than pick a name from their homeworld. This is often a reflection of their political stance as members of the DEF (see p.76) will not wish to choose human names while those who are unsympathetic to or uninterested in the aims of the DEF will be pleased with a human name. Dolphin names are unisex.

Uplift Type	Example Names
Male Apes	Agrippa, Alexander, Antonius, Caesar, Cicero, Claudius, Cepheus, Cornelius, Gallus, Icarus, Julius, Licinius, Marcus, Meleager, Pelius, Perseus, Quintus, Tiberius, Titus, Thestor
Female Apes	Andromeda, Antigone, Aria, Cornelia, Delia, Elektra, Emilia, Livia, Lydia, Marcia, Messalina, Porcia, Tesiphone, Tyria, Valeria
Male Bears (Sequoyah Subsector only)	Abooksigun, Chatan, Chuchip, Dakota, Great Ridge, Guwisguwi, Honaw, Ironjaw, Lonan, Matoskah, Nokosi, Notoku, Oconostota, Painbringer, Pathkiller, Setimika, Soaring Falcon, Telutci, Throne of Clouds, Uzumati, Wahkoowa,
Female Bears (Sequoyah Subsector only)	Adalia, Chapawee, Chimalis, Doba, Enola, Hurit, Keezheekoni, Laughing Maiden, Lomasi, Mahpi, Makkitotosimew, Mika, Nita, Orinda, Pazi, Polikwptiwa, Sapata, Sipatu, Tuwa, White Moon, Winema, Winona, Yatokya, Yona, Zaltana,
Dolphins	Aiki, Dikiti, Dipiki, Fikifik, Kiki, Kikidik, Nikkik, Pikitiaki, Tiktik, Tikikitik, Vikidit

POLITICAL GROUPS

Intelligence Now!



Intelligence Now! (IN!) is a Fairfax (Cascadia 0105) based organization dedicated to the uplift of all animals by either genetic or cybernetic means. The group believes that uplifting some animals for human usage in any way is tantamount to slavery. The group believes that all animals for which it is currently technologically possible to give an intellectual boost should be uplifted immediately and without prejudice. The group is lauded in some systems and treated as a terrorist organization by others.

The group also believes that animals, whether uplifted or not, should be treated the same as humans under the law on all worlds. While Intelligence Now! stands for liberal values such as freedom of speech and expression, the group most often attempts to pressure system governments to treat both animals and humans equally. In accordance to these principles, IN! members are vegans and do not believe that animal life should be any less valuable than human life. The current leader of Intelligence Now!, Thomas Jingshan, has often stated that, while uplifting all animals is the goal of the organization, doing so without securing equal treatment for those animals is “simply sending them into slavery”.

Intelligence Now! boasts a total membership of two million people. Members of the group have staged protests against several governments including protesting anti-uplift laws on Dimme (Cascadia 0605), the drinking of animal blood on Megara (Cascadia 0103), the wearing of fur on Roskilde (Cascadia 0205), and bull fighting on Catalunya (Cascadia 0202).

The organization has been highly criticized by a number of other groups as well. Several prominent Clement Sector scientists have stated that giving intelligence to all animals is unlikely to ever occur and that some animal species are simply incapable of being uplifted even by adding mindcomps. Many religious groups have also criticized IN! and say that the group is “trying to play God on a grand scale” or that they are “interfering with karma”. Fellow activists Solar Purity have also criticized the group for wishing to uplift animals native to Clement Sector.

While the organization has won the support of many uplifts, some uplifts feel that the group goes too far. This sentiment is most common within the Dolphin uplift community where many feel that too many animal species have been uplifted as it is. This often places Intelligence Now! in opposition to groups such as the Dolphin Equality Front.

Dolphin Equality Front

The Dolphin Equality Front (or DEF) is an organization founded by uplifted Dolphins on Earth in 2298. The chief founder was a Dolphin called Tikikitik who left Earth and now lives on Chrseda (Sequoyah 0204). The Dolphin Equality Front believes in the equality of uplifted Dolphins with humans. In addition, they believe that all other uplifts are inferior to Dolphins and should not be treated as equals with Dolphins and Humans. It is believed that DEF has members throughout the uplifted Dolphin communities in Clement and Earth Sectors.

The DEF maintains that Dolphins, although aided by humans, were already gaining intelligence through evolution rather than uplifting. The members of the DEF believe that all other uplifted animals are therefore lesser beings created by humans. As such, they oppose any uplifting of new species as well as the continued uplifting of previously enhanced animals.

The DEF uses any means at their disposal to achieve their goals. This can include non-violent protests and appeals for economic boycotts. It has also been known to include violent attacks on other uplifts, bombing of uplift labs and facilities, arson, and vandalism. The DEF has been listed as a terrorist group by several planetary governments as well as The Hub Federation.

Recent attacks by the DEF include the killing of three Ape families on Chrseda (Sequoyah 0204), the vandalism of a Blaylock Mining facility in the Atargatis system (Franklin 0109), and an attack on a freighter belonging to Marler Biomedical. DEF claimed responsibility for the attacks. In all three incidents, the perpetrators escaped arrest and are currently wanted.

While Tikikitik lives on Chrseda, he does not hold a leadership position though he is often held in high regard by other members of the organization. The group maintains no overall group hierarchy. Individual groups (called cells) may act on their own through a local leader. Tikikitik often encourages the group's members through speeches and other propaganda. The DEF will employ "swimmers" who will take messages from Tikikitik or other leaders to various cells.

The ability to act on their own and, often, in a way not necessarily supported by or attributable to Tikikitik or the organization as a whole can make the DEF seem random and even schizophrenic. DEF cells in one system may advocate the killing of other uplifts while another cell may concentrate on vandalism or even eschew "direct action" and spend all of their funds on propaganda.

Recent violent activity by cells aligned with the DEF has made some system governments uneasy about allowing Dolphins to settle on their planets. These governments often cite increased violence by the DEF and the uncertainty of knowing if a group of Dolphins are supporters of the organization or not. Some systems will prevent those Dolphin immigrants with Dolphin names rather than human names from settling or even visiting their planet.

The increased attacks on other uplifts have also resulted in reprisal attacks by other uplifts on DEF cells or upon innocent Dolphins. A recent attack by uplifted Tigers and Bears on a Dolphin community on Bastiat (Franklin 0807) was said to be a reprisal for a similar attack by the DEF.

Traditional Defense League

The Traditional Defense League (TDL) is an organization founded in 2298 on Sophronius (Hub 0408) by Stephen Thornton, Theodore Ortega, and Leanne Farris. The group's original stated intent was to further their goals on Sophronius and then serve as a model for action to be taken on other worlds. Their goals were to end the uplifting of animals, establish a colony (preferably in Leonidas Sector or Kepler Sector) where the uplifts could be sent, and to deport all uplifts to this new colony. It was their hope that once Sophronius was able to do this then other worlds would see how much better life was without uplifts and do likewise.

The TDL's influence on pre-Collapse Sophronius is debatable. Some maintain that they were able to gain a sizable following while others say that the group was unable to make significant gains. In any case, the chaos which followed the Conduit Collapse in 2331 disrupted any plans that the TDL may have had on the planet.

However, their ideas spread and the TDL now has adherents on several systems in Clement Sector. While there is no group cohesion among the scattered worlds, they do have meetings on each standard year in locations which will allow them to gather. Last year's gathering was on Harrison (Sequoyah 0805) despite the many protestations among those in the Harrison government which felt that the TDL's perceived ties to the Caxtonists presented a danger. There were no large scale incidents though some altercations between TDL members and other citizens were reported.

The TDL does maintain good relations with the Caxtonists on Kingston (Hub 0106) because of the agreement between the two groups on the issue of uplifts. Some believe that the organizations are closer knit than that while others maintain they keep only a distant relationship.

The TDL says that they wish to keep "traditional Earth cultures" and avoid the "pollution and desecration of human values". It is their belief that uplifts, their creators, and their supporters are the primary cause of this dissolution of the principles they hold dear. The TDL champions the extension of Earth culture by the foundation of worlds which mirror existing cultures on Earth. Though the TDL often speaks of support and relationships with colonies founded to be homelands of Earth peoples or cultures, most of these world governments have denounced the TDL. Particularly vocal is the Eran government which has added a denunciation of the TDL to their founding documents.

The TDL runs several charities which seek to aid and assist humans across Clement Sector. Some of these are openly run by the organization (such as the TDL Help Fund) and others attempt to avoid overt associations with the group (Humans Helping Humans).

The TDL officially claims to not support violence against uplifts but rather to promote the separation of humans and uplifts. However, several law enforcement agencies have traced anti-uplift violence back to TDL groups.

THE WONDROUS MENAGERIE

New Skills

Language (Ape)

Apes have a simple language that many Apes will use among themselves. Most often they will not use this language among humans, altrants, or other uplifts. The language is a mixture of gestures, grunts, howls, and body movements which can convey basic emotions such as anger, sadness, happiness, lust, or repulsion.

Science (Uplift Psychology)

This covers the ability to be able to understand and treat psychological conditions unique to uplifts. This includes but is not limited to the ability of uplifts to cope with humans and other uplifts, the conflict between animal instincts and cultural mores, and the loss of "wildness".

Medic (Uplift)

This skill covers the ability to treat uplifts for a variety of illnesses and problems specific to uplifts.

Author's Note

Playing an uplift can be a somewhat different experience than playing a human in Clement Sector. It is often fraught with difficulties but can be a very rewarding experience and an interesting addition to any gaming group.

Being the uplift character can be as serious or as humorous as you and your fellow players desire. In some cases, the uplift may be played as a bit of comic relief as the animalistic nature of the character is placed on display. Names that are puns and jokes about the animal behaviors can all be part of the fun. In playtesting the uplifts over the years, it seems that this has been the most popular way to play them. When I bring out an uplift character at conventions, they will usually be played for the humor value.

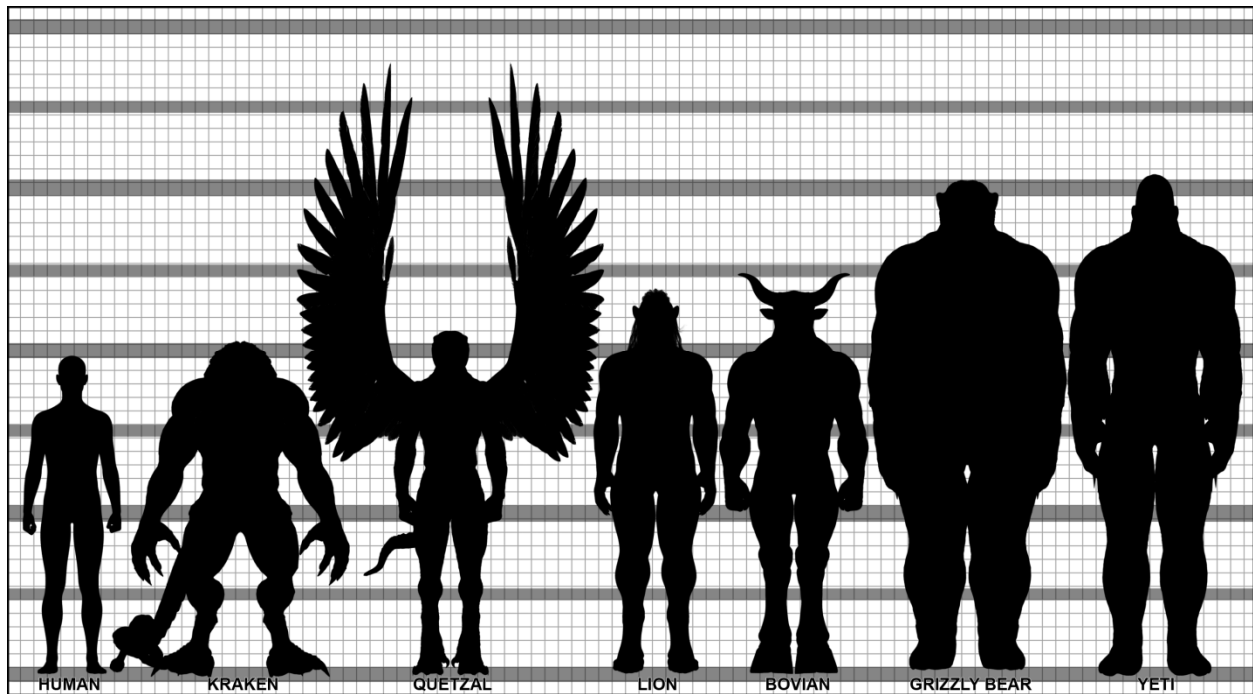
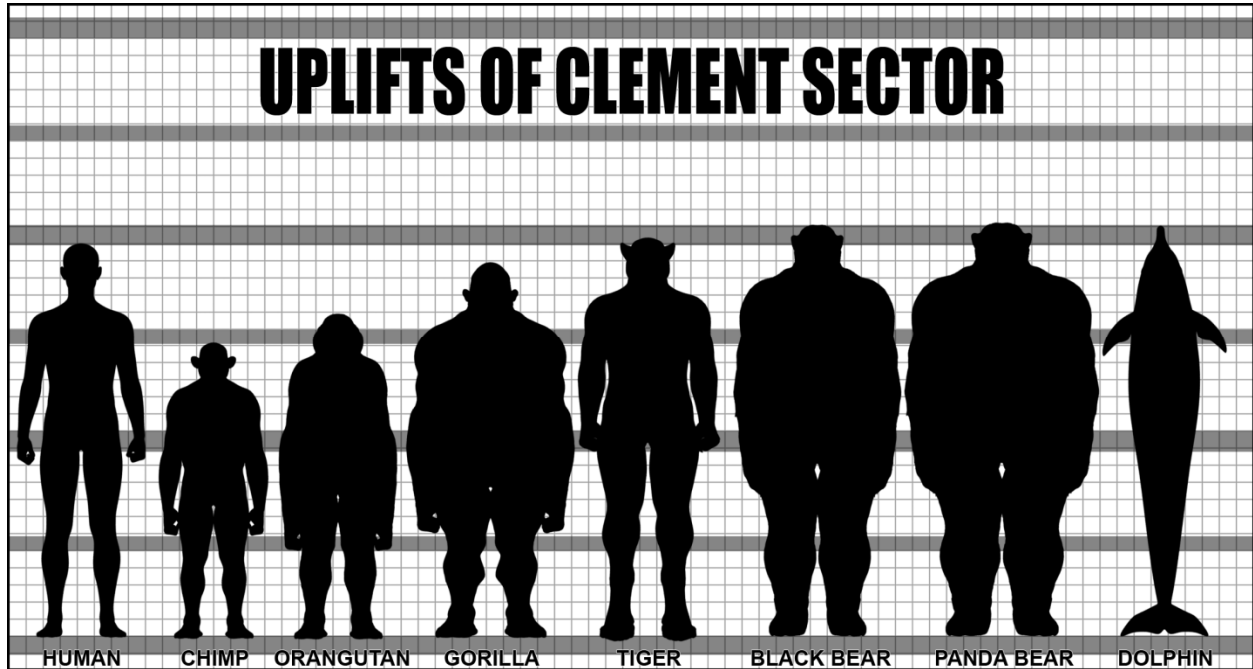
On the other hand, the physical prowess of the animal often allows for a combat driven character. One could certainly play an uplift as the "muscle" of the group and it would definitely fit into how uplifts are seen and perceived in the Clement Sector setting. Having an uplifted bear go forth and bust heads while his/her fellow

crewmembers are shooting it out certainly will have an appeal.

For those who would rather attempt to delve into more serious undertones, there is a lot to explore in the lives of uplifts. Uplifts have, for the most part, lived a tough life and have been seen as second-class citizens at best on many worlds in Clement Sector. One could easily take a game or even a campaign to explore the realities of racial bias and prejudice through the use of uplifts. A lesson could be taught using uplifts to show the evils of racism both in the past and in the present.

Those who enjoy the method acting which can come from role-playing can find a new challenge with uplifts. Uplifts will often have a different view of the world than the humans around them. This can be a fun challenge to see things as a Lion might see them and reactions can be played which might seem alien to that which would be performed by a human character.

In any case, we hope that this book will provide fun and excitement for you and your players for many years to come.



THE WONDROUS MENAGERIE

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